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A NEWSFIELD PUBLICATION

No. 59 MARCH 1990

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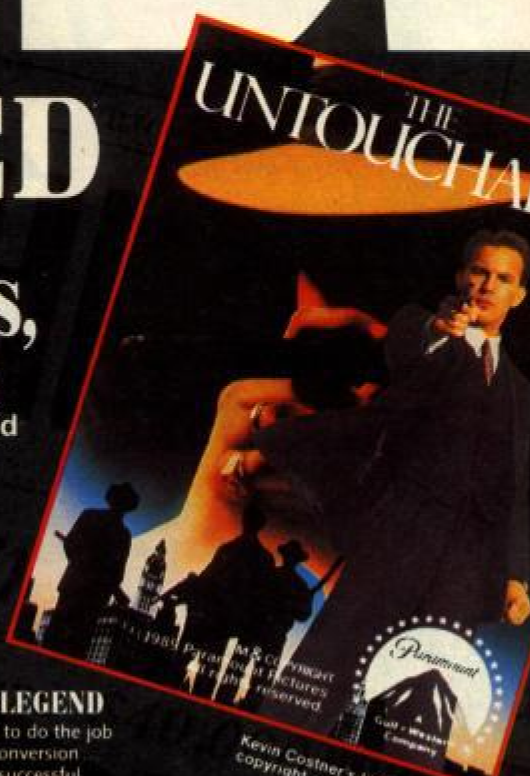
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as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

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"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User



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MARCH 1990

ISSUE No. 59



Contentz







YO DUDES! HANG TOUGH AND LISTEN UP Y' ALL! THE NEXT ISSUE OF ZZAP! HITS THE STREETS ON MARCH 15TH! NOW Y' ALLS BEEN WARNED!

Louder than your boxers!

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THE march CHARTS

In both 64 and Amiga charts the Number One games were way ahead of the rest of the pack and even more so for the music charts (well over 90% of voting C64 owners were bopping to the aural delights of *Turbo Out Run*). Considering its age *Afterburner* is doing extremely well in the coin-op chart – that's kept Robin Hogg happy.

This month's lucky winner of a £20 software voucher (the entries drawn from Phil's lunchbox) is Daniel Cody of Blythe Bridge in Staffordshire, so congratulations, Dan; give yourself a belated Xmas treat!

TOP 10 C64 GAMES

1. **Turbo Out Run** .... (US Gold)
2. **Batman: The Movie** .... (Ocean)
3. **Ghouls 'N' Ghosts** .... (US Gold)
4. **Myth** .... (System 3)
5. **Stunt Car Racer** .... (MicroStyle)
6. **The Untouchables** .... (Ocean)
7. **Power Drift** .... (Activision)
8. **RoboCop** .... (Ocean)
9. **Space Rogue** .... (Origin/Mindscape)
10. **Retrograde** .... (Thalamus)

TOP 10 AMIGA GAMES

1. **F-29 Retaliator** .... (Ocean)
2. **Kick Off** .... (Anco)
3. **Batman: The Movie** .... (Ocean)
4. **Strider** .... (US Gold)
5. **Operation Thunderbolt** .... (Ocean)
6. **Sim City** .... (Infogrames)
7. **North And South** .... (Infogrames)
8. **Blood Money** .... (Psygnosis)
9. **It Came From The Desert** .... (Cinemaware/Mirrorsoft)
10. **Stunt Car Racer** .... (MicroStyle)

C64 MUSIC

1. **Turbo Out Run** .... (Maniacs Of Noise)
2. **Ghouls 'N' Ghosts** .... (Tim Follin)
3. **The Untouchables** .... (Matthew Cannon)
4. **Batman: The Movie** .... (Matthew Cannon)
5. **Parallax** .... (Martin Galway)

AMIGA MUSIC

1. **Ghouls 'N' Ghosts** .... (Tim Follin)
2. **Xenon 2** .... (David Whittaker)
3. **Batman: The Movie** .... (Jonathan Dunn)
4. **LED Storm** .... (Tim Follin/Mike Follin)
5. **Double Dragon 2** .... (Tomas Dahlgren/Steve Barratt/Richard Aplin)

COIN-OPS

1. **Afterburner** .... (Sega)
2. **Chase HQ** .... (Taito)
3. **Teenage Mutant Ninja Hero Turtles** .... (Konami)
4. **Hard Drivin'** .... (Atari)
5. **UN Squadron** .... (Capcom)



MICRODEAL GO MAD!

Yep, one of the longest established 16-bit publishers in the UK is having a fire sale of games software. Software such as the innovative *Tanglewood*, the isometric arcade-adventure *Airball*, and the classic *Time Bandit* (one of Ed's favourite Amiga games) are all going for an amazing £4 (plus 50p postage and packaging). To order a game write off to *Microdeal, PO Box 68, St Austell, PL25 4YB*. Or phone 0726 68020 to order with any major credit card.

The next full price game from Microdeal is likely to be *Goldrunner 3-D*, programmed by Martin '*F-29*' Kenwright. Despite industry rumours, Microdeal are continuing to release game software, although only if the games they're sent are good enough to warrant it.

AMIGA CD CONSOLE

Rumours of an Amiga console received a substantial, and unexpected twist at the recent Consumer Electronic Show in Las Vegas. Apparently, top selected publishers and programmers were given a sneak look at a prototype machine.

The console supposedly consists of a standard A500, minus keyboard but with a CD ROM drive. It's obviously aimed at the console-dominated US market, where Nintendo reigns supreme. Pricing is obviously going to be crucial and the current estimate of £400"£500 is high. More news is expected at the June CES in Chicago, with a US launch hinted at sometime this year.

True CD ROM systems, unlike the Code Masters compilation, offer a potential memory capacity of 550 megabytes. Currently, the only relatively low-cost games machine with a CD drive is the PC Engine, where the CD ROM is an optional add-on. What's more, NEC appear to dropping support for the system. If Commodore were to get pricing and promotion right, the Amiga console could be the one to finally start the long-predicted CD ROM revolution in home computing with games of unimaginable dimensions.

QUICK STICKS

1990 looks likely to see a big increase in joystick models, with newcomers Quickjoy planning to release 15 new types. As with the soundalike company Quickshot, the emphasis seems to be on design with some pretty dramatic shapes. Whether performance matches looks we'll have to see, but distributors Spectravideo have switched from Quickshot to the new range so it's likely you'll be seeing them in your local store soonish. Expect a joystick round-up as and when we get some!

Interestingly, one of the UK's most famous joystick makers have sold the UK rights to their range to Spectravideo. This latest move by Konix, whose console has been heavily delayed, was accompanied by claims by the company that they'd never done that well in the UK compared to their international performance.

► The Quickjoy range, made in China (by students?!)





COIN-OP CORNER

In the wake of the CES show where coin-ops and Nintendo rule, the major software houses are snapping up the hot new coin-op licences for 1990 and beyond with even more gusto than ever before.

Prime movers Ocean have finally confirmed the acquisition of the follow-up to *Chase HQ*, titled *Special Criminal Investigation*. No release date is on the cards as yet but Xmas 1990 looks likely (see this month's arcade feature for more details).

A surprisingly swift licensing deal going Ocean's way is the Data East coin-op, *Midnight Resistance* (reviewed in Issue 57). Special FX have already started work on the 64 and Amiga conversions with a release date set for around April/Easter time. Like previous FX titles, *The Untouchables* and *Red Heat*, *Midnight* will be significantly different on the 16-bits. Along with these licences and the imminent release of *Rainbow Islands*, Ocean are having a go at converting the graphically superb 'Ninja in the USA' game, *Shadow Warriors*, from Tecmo (makers of *Silkworm* and *Gemini Wing*). With the *RoboCop 2* film licence in the bag, a Data East coin-op looks extremely likely although whether it'll be a faithful coin-op conversion by Ocean or a 'remix' of the original game is debatable.

Acquirers of very big licences indeed, Activision, have very recently completed their Irem conversion line-up and snapped up *R-Type II* (again see Arcades) to complete the line up alongside Irem's *Atomic Robo-Kid*, *Dragon Breed*, and *Ninja Spirit*. Chris Butler, no less, is handling the 64 conversion of the latter title with March/April release dates planned for all.

The most surprising news of all is the licensing by Domark/Tengen of a brand new Atari product. Not so surprising, you may think, but the product is *Klaxx* (a unique tile-'klacking' game reviewed in the Arcades section this month). As part of the deal, Atari gave Domark the PCB, game specifications, and all the relevant information for converting it to the home computers. Both arcade and computer versions will be released in April in a simultaneous release. Now THAT's quick!!!

Incidentally, Jurgen *Hard Drivin'* Friedrich is now NOT going to be converting Atari's wonderful *STUN Runner*. With the final year of his degree course coming up, Jurgen is downing tools and temporarily postponing any further games programming. The *Hard Drivin'* extra tracks and construction kit planned for this year should thankfully be unaffected by this development. Here's hoping you pass with flying colours, Jurgen!

As for who's going to do *STUN Runner*, we're in the dark here. Paul Woakes maybe?? He's certainly got some spare time on his hands now!!

MYTHOLOGICAL HELP

System 3's spectacular arcade adventure *Myth* has been driving the country crazy with its sneaky puzzles. Already one apparently insane player has written into the Rrap, begging for help. System 3 did include a helpline number in the instruction manual, but through a printing error this was turned into another conundrum, currently sending a little old lady frantic with calls day and night from mystified gamesplayers. The correct number is 01 866 5692.



SIZZLER





Hewson, C64 £12.99 cassette, £17.99 disk

●Four great original games for the price of one!

What would happen if you went round some of the C64's top programmers and asked for a budget game each? The programs might be games that didn't quite make the grade for full-price release, superslick conversions of Spectrum budget games, or fun projects programmed in their spare time. In effect, Hewson asked the question of Graftgold (*Paradroid*), Sensible Software (*Wizball*), Apex Computer Productions (*Retrograde*), and a relative unknown – Martin Sneap (*Knucklebusters*).

4th Dimension is the result, and it could well be the most fun package we've ever seen. The quality of presentation is universally excellent and playability is amazing. A dash of originality and a few more levels could turn any of the games into a worthy full price release. As it is they're available for a price which works out as only 24p more than most budget games.

To save confusion we've reviewed each of the games individually. These marks are worked out in the same manner as budget ones, obviously a little more generously than would be the case for £10 games.

CYBERDYNE WARRIOR

What happens when a droid breaks one of Isaac Asimov's famous Robotic Laws? Well, of course it goes to prison. And in the future, prison overcrowding has got so bad the prisons have been put into orbit around three planets. The robots are smart though, and escape to the planets below via transporters. Unfortunately the *Star Trek*-like technology accidentally activates the droids' self-destruct mechanisms.

The Cyberdyne Warrior is despatched to return the droids to prisons as all the planets are inhabited by lots of extremely hostile aliens.

Each of the three planets are represented by large, multi-directionally scrolling caverns. There's a big range of aliens, with skulls to blind you and plenty of loose change to pick up. Once you have found one of the droids you can go to the transporter and beam-up into a shop. Here you can improve your gun's calibre and shot speed, or buy extra ammo, time, and energy.

ROB: While the basic leaping-'n'-shooting gameplay is very familiar, Apex have worked a spell of amnesia on us cynics with some superb graphics and gameplay. Once you find the droids it becomes both infuriating and immensely addictive as you try to recover them. But it's worth it – level two's jungle is superb, with bats, bubbling lava, and palm trees! Great blast-'em stuff which tests both joystick precision and tactical thinking.

PHIL What a brilliantly presented game. From the opening music and title sequence to the great in-game aliens and neat animation of the hero, *Cyberdyne Warrior* is a pleasure to watch and play. The platform action may be simple but it's extremely addictive and a severe test of arcade skills. In fact, in some ways it's even more enjoyable than *Retrograde* as the money is just lying around so you don't have to spend ages shooting aliens to collect it.

STU: John and Steve Rowlands were Apex Computer Productions when they did this, but have since mutated into Transmission '*Retrograde*' Software. *Cyberdyne* has a strong resemblance to *Retrograde*'s duct section, but is much much bigger. The size of the planets mean you've got to do plenty of exploration and there's also a strong tactical element in judging when to return to the shop and which upgrades to buy.

The graphics are quite excellent, completely different for each level, while sound is fine with enjoyable spot FX. Although gameplay is unoriginal and not a massive challenge, playability and presentation are quite excellent.

OVERALL 90%

A surprisingly addictive blast-'em-up cum platforms-and-ladders game.

▼ Battling a disgusting green slime monster on level one – *Cyberdyne Warrior*.





▲ St Helen to the rescue, with winged cherub accompaniment – *Insects In Space.*

INSECTS IN SPACE



▲ A bee makes off with a baby, as a Devil's Egg and two maggots attack St Helen – *Insects In Space.*

STU: At last a game which takes the *Dropzone* format, throws in a fair few new features and equals, perhaps even betters that old favourite. On the debit side the graphics, while technically superior to *Dropzone*'s, don't gel together quite as well. But on the other hand gameplay is much tougher and gets harder with each level. The variety of villains is good and they quickly mass up into fearsome formations. An excellent variation on the *Star Gate* theme and truly an instant classic.

The plot of a thousand Sci-Fi movies has come true: earth has been invaded by insects from outer space. The only humans left alive are some babies in the Rhineland, watched over by Saint Helen, a busty beauty with laser-firing eyes!

Helen has to stop bees from grabbing babies and dropping them to earth with a splat. If all the insects are killed, a bonus is given for the number of babies still alive. Innovatively, there are two planet surfaces, at the top and bottom of the horizontally scrolling play area – babies from the top fall upwards!

Another extra is the dust cloud which can be conjured up at any time and, when entered (with fire pressed), warp Helen to the nearest nicked nipper. Helen's a big girl, so she can carry more than one baby at a time. By entering a dust cloud (without fire pressed) the babies are stored in hyperspace until the end of the level, and Helen gets an Extra Bonus Feature – such as an extra smart bomb, shield, a laser-firing cherub escort, or even skips a couple of levels.



PHIL: *Insects* is a neat and very playable *Defender* variant. Attractive graphics add a lot to the simple appeal with some great insects and the erm, . . . topless Helen – she looks like she's been stung by a couple of extra large bees!

But although derivative, this isn't just *Defender* with different graphics. The dust cloud is a good idea although often as dangerous as it's useful, while the dual planet surfaces add something new too. Add a dose of sick humour and some over-the-top arcade sound FX, and you get instant (in)sects appeal. This is my personal favourite of the four games.

Helen certainly needs all the help she can get, because besides the baby-napping bess there are bullet-firing flies, mine-laying butterflies, super-speedy smiley-faces, and Devil's Eggs which explode into lots of little homing maggot worms.

ROB: Yeah!! A good, solid, 'brain off, fire button at the ready' blast!! The gameplay is *Stargate* to a tee which should see legions of *Dropzone/Guardian* fans drooling to play. The graphics have bags of detail and masses of colour, not to mention a risqué main sprite to liven things up. Flies buzzing in chorus (à la 'The Fly') begin the intro tune, while in-game FX are superb. An evergreen classic!

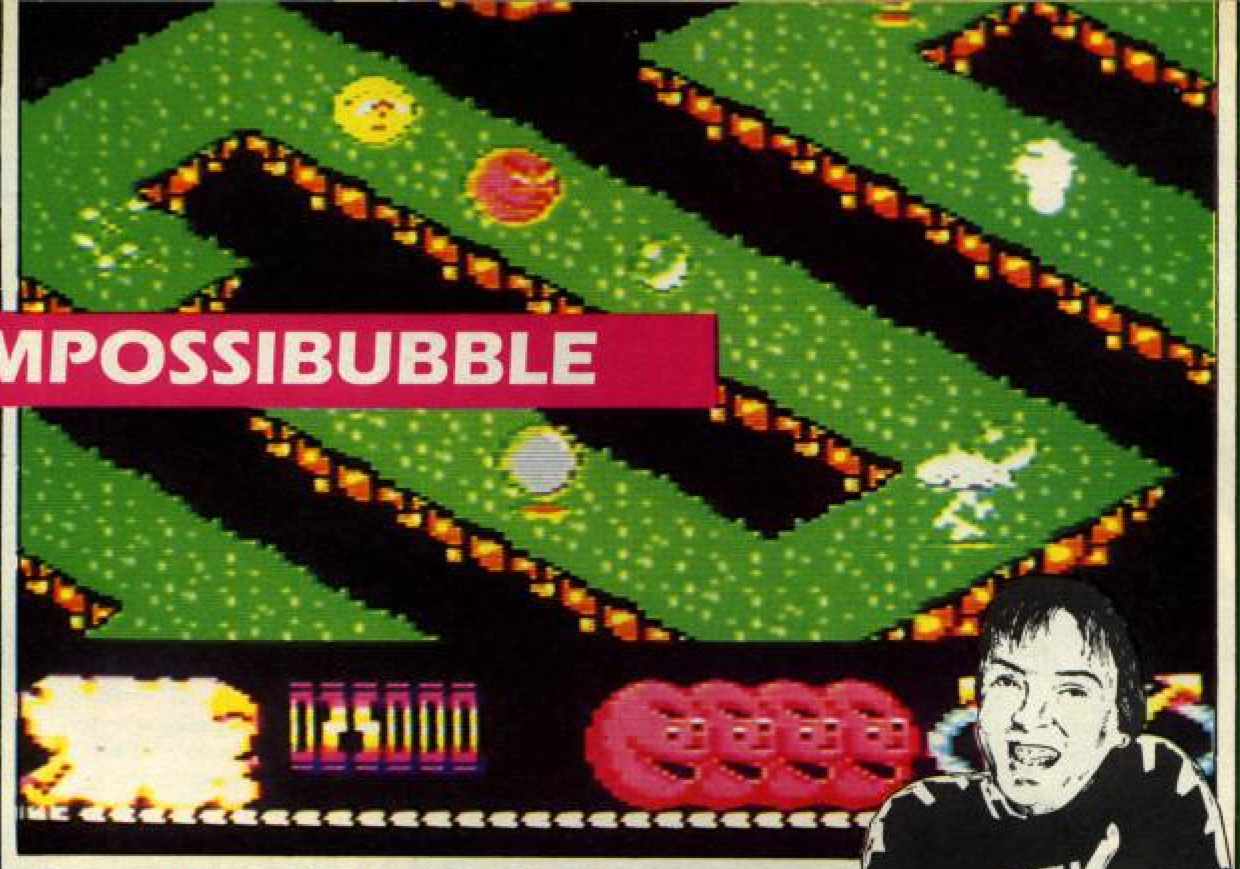
OVERALL 94%

Killing insects has never been so much fun!



▲ Level two's jungle world, with an escaped droid on the far left of the screen – *Cyberdyne Warrior.*

MISSION IMPOSSIBUBBLE



▲ Level one and on the way to the exit with a yellow baby bubble in tow

Six helpless baby bubbles have been kidnapped, each one hidden inside a maze of fiendish complexity. To help you, or perhaps more honestly confuse you, there's plenty of teleports (sparkling clouds of magic) to zap you from place to place. But merely finding the baby bubble isn't good enough: you need all eight pieces of a scroll to free them from their magical paralysis. The pieces of scroll must be collected in the correct order, and once you've freed the baby you must take him back to where you started the maze.

Needless to say there's plenty of baddies out to stop you. Storm clouds with flashing lightning and fanged baddie bubbles all take a life on contact. They can be killed by blowing bubbles at them, and if you pick up a magic toadstool your bubble power is increased!

PHIL: I'm not usually one for maze games, but *Mission Impossibubble* is so addictive, I was totally hooked. The 'search and find' gameplay is very easy to get into but surprisingly tough – I couldn't even get past the second level. Fine isometric graphics and good FX help to make *Mission* a minor classic.

ROB: *Insects* may be the best in the pack but *Mission Impossibubble* isn't far behind. There may be only six levels but they're all quite different. Graphics such as rotating tennis balls and spinning eyeballs are brilliant. The unpredictable appearance of these baddies break up the basic maze game, making it a tough shoot-'em-up as well. Superb!

STU: Question: why on earth did Hewson release *Mazemania* on full price when they had this gem lined up for budget? *Impossibubble* is a million times better, if not more. The graphics are great, really showing off the C64's scrolling and full colour sprites. The lightning flashes of the baddie clouds and the crystal bullets are delightful. What's more the graphics change: level two is clearly inspired by *Bounder*, while level three is the spooky one, complete with ghastly rotating eyeballs and skulls.

Gameplay is similarly top class, I usually hate maze-games but this one has such a strong arcade element I was addicted. Every game seems to reveal that much more of the latest maze, while the fast moving baddies mean you can never take any of the levels for granted.

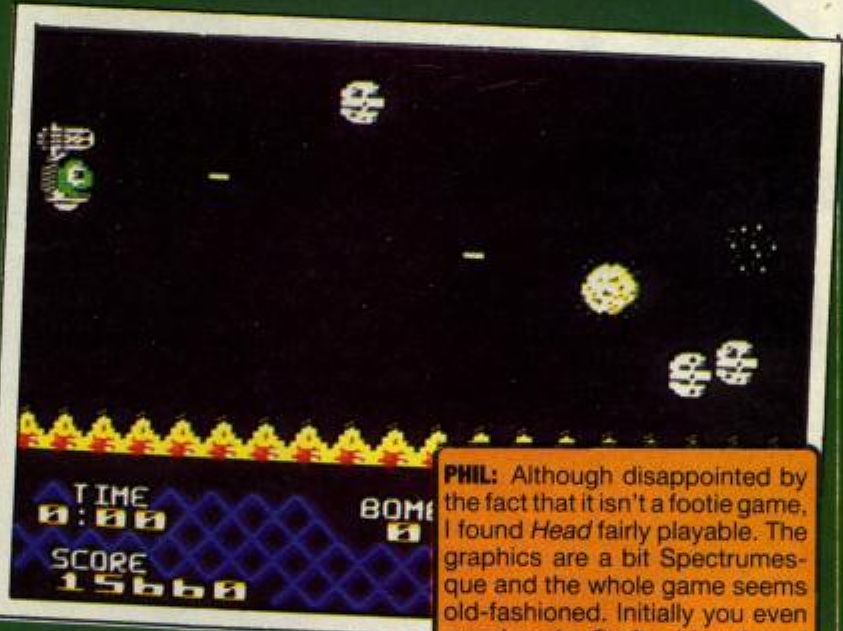
OVERALL 90%
Pure entertainment!

HEAD THE BALL

Weird one this, about a decapitated head (called Head, funnily enough) who bounces around in search of his girlfriend who's been kidnapped by the Globoid Hells Angels.

Before Head reaches his beloved, however, he must collect enough gems to trade with the Globoids for his sweethead. Contact with any of the Globoids along the way means instant loss of life. So it's just as well Head's 'armed' with ten shots, a shield, and two smart bombs.

If he gets to the end of the horizontally-scrolling level within the time limit, Head is transported to the next. Jumping into the special portals on some levels puts Head at the controls of a spaceship in a simple shoot-'em-up. The reward for killing all the attack waves is extra weapons.



▲ *Head The Ball*'s shoot-'em-up bonus section.

ROB: Simple game concept, very difficult to beat. To my mind, the sprites make the game:very jolly and changing with each level. It's a pity pinpoint accuracy is required though!! I love the idea of collecting diamonds en route to the final confrontation with Gobba and *hoping* that you've got enough to buy back your girlfriend. Pure sadism!

PHIL: Although disappointed by the fact that it isn't a footie game, I found *Head* fairly playable. The graphics are a bit Spectrumesque and the whole game seems old-fashioned. Initially you even wonder why Graftgold bothered converting it. However, once you start playing, simple but tough gameplay quickly elicits a desire to see the next level, and *Head* turns out to be surprisingly addictive; definitely a wolf in sheep's clothing.

STU: Aaargh! This is maddening! Mistakes are so easy to make and often send you back quite a bit. What's worse, dying doesn't restore any of your weapons! But at least the sub-game's a satisfying blast which compensates for all the frustrations of the main game.

Although a very simple game, graphics and FX are all quite attractive while gameplay is very addictive. Not perhaps as instantly playable as the other games, but a good challenge.

▼ Our globular green hero about to grab lots of gems – *Head The Ball*.



OVERALL 84%
The weakest game on the compilation, but still very playable!

the CHAMP

Linel, C64 £9.99 cassette, £14.99 disk

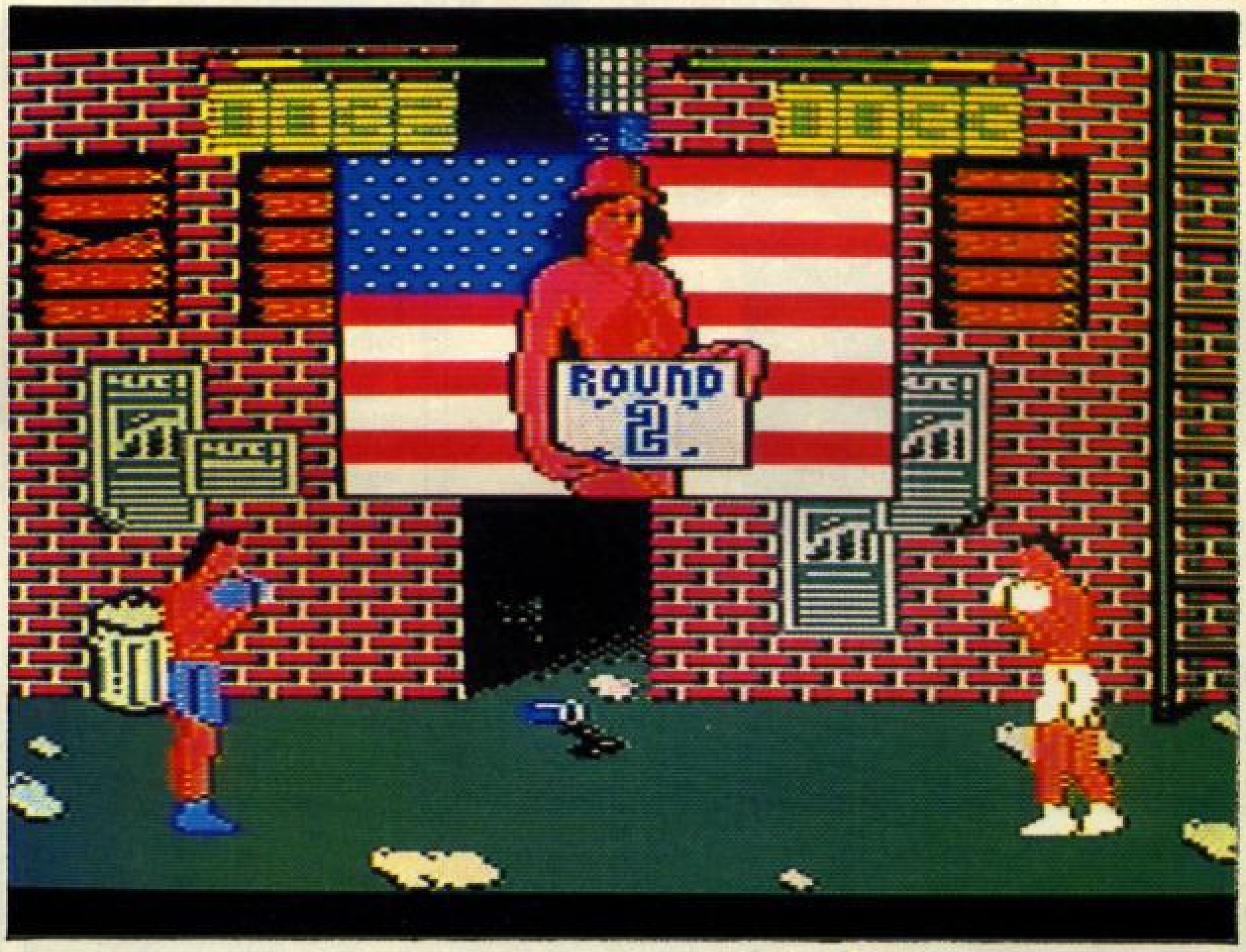
So ya wanna be a contenda? But you don't wanna get a flat schnozzle (or brain damage)? Then *The Champ* offers a safer alternative . . .

As a complete boxing novice you must prove yourself in a couple of back alley fights before you even get into the ring! Then, with any luck you'll be spotted by the local talent scout and given training in the gym. First, you must get ultra-fit by doing loads of skipping. But unless your timing's good, before you can 'salt, pepper, tomato ketchup . . . ' you've tied your legs up. Then it's time for the sandbag: copy your coach's progressively longer sequences of punches. And finally, for that all-important hand speed, the punchbag – hit it as many times as you can within the time limit.

Now at last you're ready to take on your first opponent proper: probably some punch-drunk old timer. A bikini-clad beauty holds up the 'Round 1' card and the bell rings. The fight is shown side-on with you and your opponent moving left/right. Punches are thrown by pressing the fire button with a direction and include left and right hooks, jabs, stomach punches (although not below the belt!), and the powerful 'killer punch' – this knocks down your opponent. In addition, there are several defensive moves to guard various parts of the body or even do some dancing!

As in real life, there are two ways of winning: by knockout or points (at the end of nine three-minute rounds). The former is achieved either by reducing the opponent's energy to zero, or by knocking him down three times. Victory will allow you to face a tougher opponent with the eventual aim of winning the world title.

Do well enough and you'll get in the world rankings. There's also a separate high score table. Both of these can be saved. For extra practice, or just fun, you can also play against a 'friend'.



▲ Even in a back alley fight you get a bikini-clad beauty to hold up the 'next round' card.



I can't say I've ever been a great fan of beat-'em-ups; too often they tend to be repetitive and dull. But thankfully *The Champ* is an exception. Presentation, while not startling, is attractive and atmospheric, while gameplay is fun. There's a great variety of moves, including the clinch where the other boxer wraps his arms around you to prevent that knockout punch, and you always feel in full control of your fighter. On disk at least, this is a very enjoyable game well worth investigation.



▼ Your boxer does a bit of skipping in the gym to improve his fitness.



After the disappointing Amiga version (52%, Issue 53) I'm happy to say the C64 game is a definite improvement. The game has been made tougher (it was far too easy on the Amiga) and Linel seem to have solved the 'repetitive move' syndrome suffered by so many beat-'em-ups. The computer opponents are fairly intelligent and very nifty with the knockout punches. In fact it was so hard, I thought I'd have an easy fight against Stu, but even he managed to beat me up! Nevertheless, *The Champ* is a realistic boxing sim with a good long-term challenge.

PRESENTATION 74%
Informative and interesting history of boxing. Frequent disk multiload may mean problems for cassette users.

GRAPHICS 78%
Two reasonable backgrounds, busty maiden, action replays, nice animation of boxers.

SOUND 60%%
Good 'Rocky' title tune, but in-game sound limited to punching noises and the bell.

HOOKABILITY 78%
Instantly playable, especially with two players.

LASTABILITY 70%
Ultimately gets repetitive, but the tough challenge of becoming champion should keep you fighting on for a fair while.

OVERALL 74%

A fine boxing sim – great for fight fans.

blue angels

Accolade, C64 £9.99 cassette, £14.99 disk

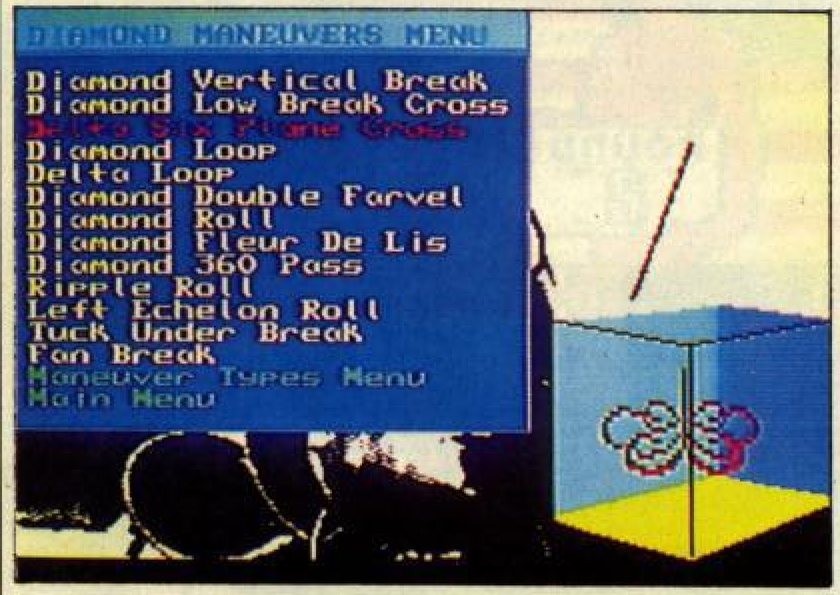
A beautiful female robot leads you into her labyrinth of sensations . . . whoops, that was last month. This time the Blue Angels, far from being metallic striptease artistes, are in fact the US Navy Flight Demonstration Squadron who perform such manoeuvres as the 360° Pass, Dirty Roll, and Line-Abreast Loop, but alas no '69'!

So you want to be a Blue Angel? Well, obviously before you attempt a full airshow you'll need plenty of practice. The Flight Simulator option allows you to learn manoeuvres in complete safety with the aid of two DDIs (Digital Display Indicators) which tell you how to complete the manoeuvre using a series of joystick actions. The four basic joystick directions allow you to bank left/right and climb/dive, while with the fire button depressed you can control speed and roll left/right. All the manoeuvres included in the game are explained in a detailed manual. A countdown clock helps you time your actions perfectly while a 'tunnel' of rectangles guide your movement.

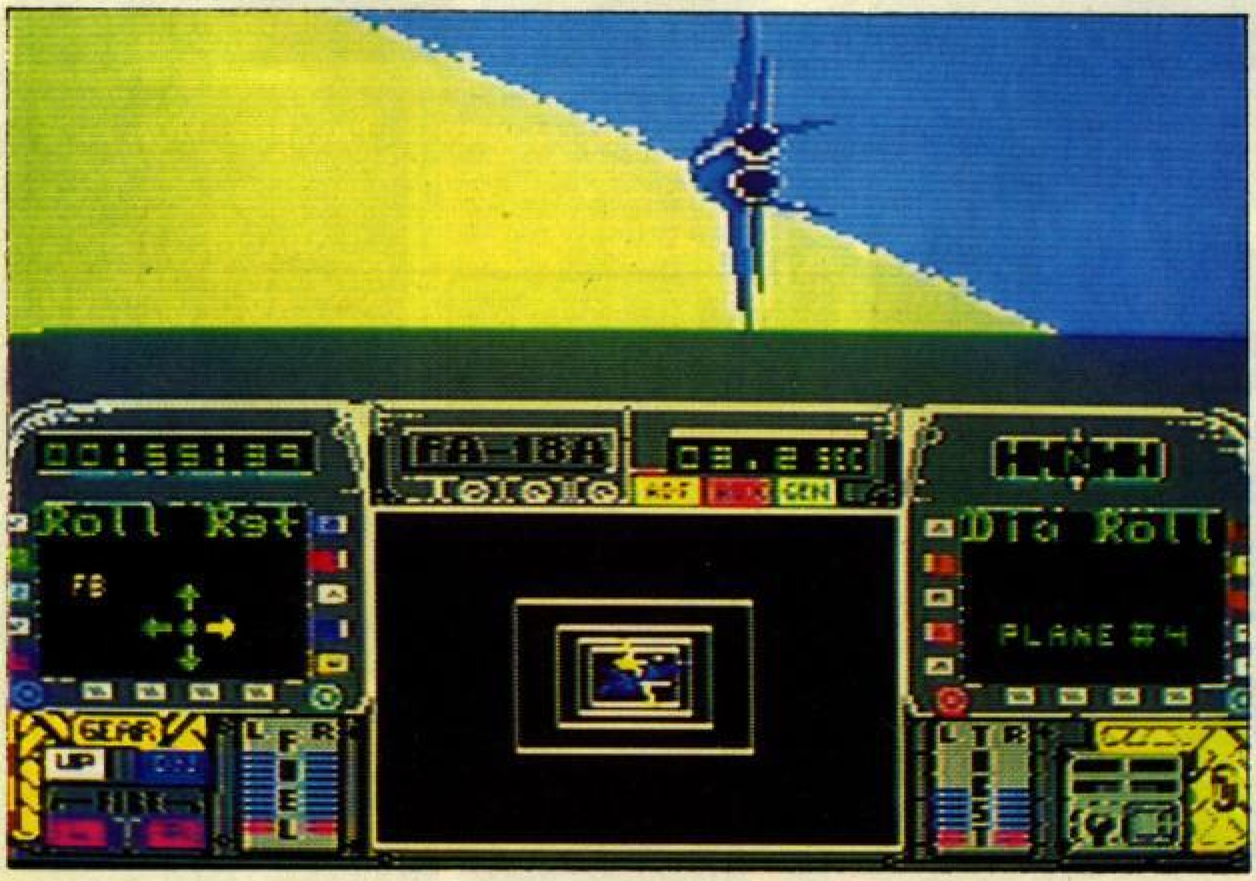
The practice option is much the same except that this time you can crash and you don't get any rectangles on the cockpit view (although you still get a small display showing the ideal and the actual positions of the plane). After attempting a manoeuvre (either in Practice or Flight Sim mode) the evaluation screen appears. This is a trio of graphs showing how much you strayed from the correct flight path in three aspects: yaw, pitch, and roll (get three straight lines and you must be Robin 'Biggles' Hogg!). You also get average and maximum percentage errors (the lower the better).

Flying in one of three positions (diamond, lead solo, or opposing solo) you can then attempt a full airshow (or simulate or practise one). There are three types of airshow – flat, low, and high – each comprising several manoeuvres. At the end, you'll be given your average percentage error and, if good enough, enter the pilots' hall of fame.

▼ The manoeuvres menu: the highlighted manoeuvre's 3-D path shown in the box on the right.



▼ Trying to keep in formation, you roll to the right.





PHIL

I'm not sure quite what to make of *Blue Angels*: it's far too simple to be a proper flight sim. Play merely consists of making the correct joystick actions (which you're told) at the correct time. Even I managed to get an average 2% error for a full airshow, while on most flight sims I usually nose dive into the ground after about two seconds! That's not to say the game is terrible: trying out the plethora of different manoeuvres is fun, especially with the evaluation graphs. But plane maniacs beware, this certainly isn't a full-blown flight sim and will prove far too easy for most computer pilots.



ROBIN

It's out-and out-aerobatics all the way with this oddball game from Accolade. While *Blue Angels* is *very* simplistic in terms of flight controls and graphic depiction, with the only major worry being hitting the ground, it's a fun game to get to grips with. Following the chase aircraft is a demanding occupation with post-flight evaluations really rubbing it in if you go way off course. Play it with a few other friends and you can have a great time trying to beat each other's error rates. If you think flight sims are much too serious for their own good, take a flight with the *Blue Angels*, it's a fun ride.

amiga

Amiga owners will be able to do formation flying when their version is released in March.

update

PRESENTATION 84%
Interesting manual and a wealth of options.

GRAPHICS 44%
Nice evaluation screen and control panel, but the cockpit view's pathetic.

SOUND 67%
Not much, but a really good jet noise.

HOOKABILITY 68%
Surprisingly easy to get into . . .

LASTABILITY 56%
. . . but it's too simple to have much long-term challenge.

OVERALL 61%
More of a novelty than a flight sim.



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ZZAP! TEST

STEEL THUNDER

C64

Accolade, C64 £9.99 cassette, £16.99 disk

It's a mean old world out there, that's for sure. Every day someone's popping off a gun, shell, or bomb and more often than not there's tanks galore rampaging around, ruining the landscape, and generally making a lot of noise. In *Steel Thunder* you can trade in your jeans and T-shirt for fatigues, combat gear, and a US Army main battle tank.

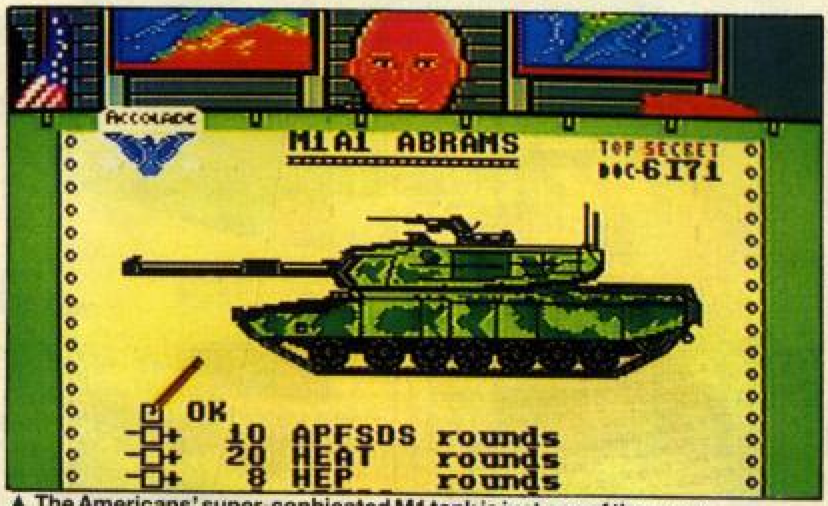
For any budding tankers out there, the General has a number of missions lined up around the world in such delightful places as Cuba, Syria, and West Germany (presumably to help knock down the Berlin wall!). Take a pick of any one of four types of tank (M-1 Abrams, M60, M3 Bradley or M48 Patton), select a mission, arms payload, and men to crew the tank – then off to battle!

But tanks aren't like your average car: they're harder to get going than a Fiat Panda (although you don't need a push start). You've got to switch on this, select that, turn dials on, and perform other tasks to get the 60 ton beast up and running. At any time you can swap between the driver's seat, the commander's position, and the gunner's place to take command of their jobs.

Use the map to locate targets – trundle over to them scanning around for enemy vehicles all the while – and keep your trigger finger free: you may well need to use those TOW missiles or gun shells (Sabot, high explosive, or armour piercing). And if all else fails you've got smoke defences to confuse the enemy, reactive armour to absorb hits, and fire extinguishers to cool you down when damage is taken.

Using such high-tech equipment as laser range finders, night vision, and ballistic computers your task is to take on and destroy tanks, infantry, convoys, enemy HQ's, even blow up Nuclear Missiles – preferably from long distance! The mission dictates the target but if you take on other targets as well it all helps towards getting a medal or two; just make sure you don't get them posthumously.

Survive enough conflicts in one region and the General may well be 'kind' enough to send you off to even hotter hot spots. That's not very nice of him.



▲ The Americans' super-sophicated M1 tank is just one of the many you can choose from.



I must confess that I'm a stickler for the MicroProse games, so anything else vaguely simulation-ish I tend to view with scepticism. Even so I found *Steel Thunder*, like *Blue Angels*, to be a well presented, fun little game While not too ambitious, it certainly succeeds in appealing to the general gamesplayer. But one thing I'm not too sure about is its long-term appeal: the three global warzones are very much the same graphically which can lead to repetitive play, and unfortunately the gameplay doesn't get any more sophisticated with each new mission.



After a squadron of flight sims, from *Falcon* to *Hawk*, the Next Big Thing seems to be tank sims with Realtime's *Battle Command* the most eagerly awaited. *Steel Thunder* is Accolade's early entry in the field, and once you've actually turned on all the tank's systems it's fairly simple to play. The introductory graphics are nice, showing side-on views of all the tanks, and once actually into a combat zone the way the ground comes toward you is very well done. But the countryside is pretty barren, and while it's all quite nice to play I never really got hooked.

amiga

No current plans for an Amiga version.

update

▼ The commander sights a tank through his periscope.



PRESENTATION 67%
For: Helpful instructions, attractive tank selection/armament screens. Against: long winded multiload for tape owners.

GRAPHICS 72%
Detailed, authentic-looking tank controls, good movement effect but little detail in the enemy tank graphics.

SOUND 65%
Other than the atmospheric thunder of distant explosions and main gun firing there's not much.

HOOKABILITY 72%
With no massive manual to wade through it doesn't take very long at all to get going, which is good for novices but bad for simulation fanatics.

LASTABILITY 65%
The 21 missions don't change their graphic style much, leading to repetitive play. But four types of tank offer depth while success in combat is rewarded with medals.

OVERALL 70%
Atmospheric tank action but not one for the fanatical simulation crowd.

fighter bomber



▲ Diving down for some tankbusting! (Amiga)

Activision, C64 £14.99 cassette, £19.99 disk; Amiga £29.99

●Chocks away for a 'billion dollar' flight sim sim!

What's happening? All of a sudden flight sims have become fun. *Fighter Bomber* is even easier to get into than *F-29*, simpler to fly and you can't die (the program merely increases your number of crashes from 100 to 101!). Both Amiga and C64 games offer plenty of options with some great exterior views. The Amiga game is extremely fast and great fun to play. Particularly good are the engine noises which vary according to thrust and aircraft type. The screens where you choose your weapons are great too, on both machines, it's a pity we didn't have more space to show them.

The C64 game has some impressive aircraft graphics, and there's some nice detail on some of the targets too. But the aircraft handles too slowly for it to be as exciting as it should be. Possibly solid 3-D was too ambitous for this type of game on the C64.

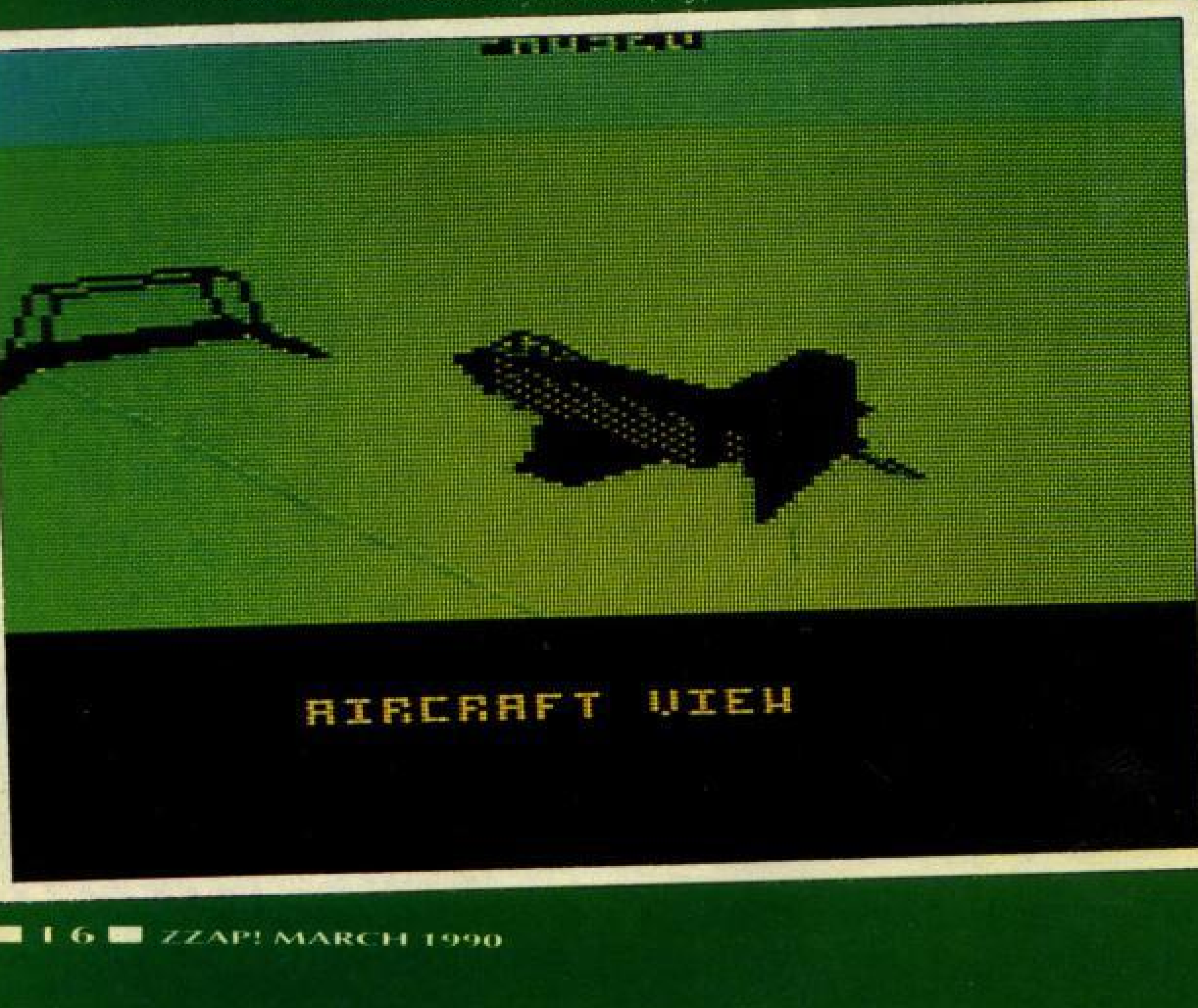


If you thought *Space Ace* was an expensive game, you've obviously never heard of the US Air Force's annual bombing competition. All you need is a couple dozen of the world's most expensive aircraft, a few supertankers full of fuel, and a billion dollar air traffic control system.

Activision's simulation of a simulation begins with the pilot picking his aircraft. Choose from the American Phantom, Soviet MiG-27, US F-111 (used to bomb Libya) and British Tornado. Amiga owners can also fly a F-15 Strike Eagle, Swedish Viggen, or another Tornado variant. You can then choose the enemy aircraft type – either the Gruman 'Top Gun' F-14, Soviet MiG-29, or US F-5 (plus the F-16 Falcon, Soviet Su-27, Mirage 2000, and MiG-31 for Amiga owners).

You may also name your pilot, and your performance is automatically saved when you

▼ A hit! Your F-111 rockets over the wreck of a trashed tank. (Amiga)



External views of the C64 aircraft show the program at its best, with attractive solid 3-D aircraft moving well over the landscape. It's particularly neat how the undercarriage retracts and the wings sweep back on swing-wing aircraft. But inside the cockpit you become irritated by the sluggish response, and bored by the dull scenery. The most exciting target is a bridge – a few lines, with no road or river in sight. The missions are tough, but there isn't much variety. Air-to-air combat also seems rather infrequent in the missions we've played.

On the Amiga the graphics aren't only more attractive, but much more importantly they move quickly and with detail – crucial for the ground targets. This makes the game a lot more fun, while more missions and a 'design mission' option improve lastability. It's a pity it's a simulation of a simulation (atmosphere is low as a consequence), and the lack of a complex, hilly terrain means low-level bombing isn't as realistic as it might be. Nevertheless this is an extremely enjoyable game, which will keep you flying those missions long into the night.

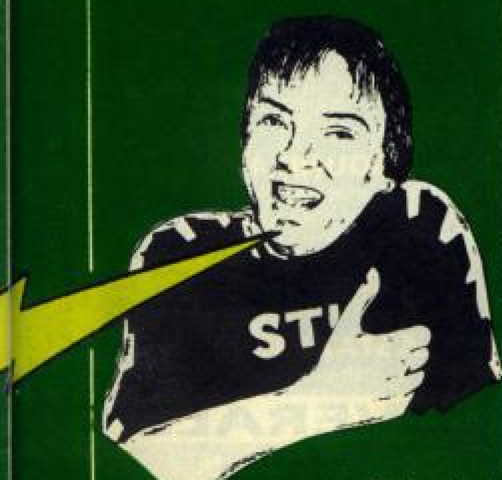


▲ One of the superbly detailed cockpit panels in *Fighter Bomber*. (C64)

crash or make a landing. But first you must arm your plane with missiles, bombs, and so on – the computer will do this for you if necessary. Confirm your choice and the missions are loaded in. To begin with you're qualified for just Free Flight (no enemy) and a Covert mission. There are four categories of mission, each containing four missions (two on the C64). Mission types are Covert, Tactical, Strategic, and Offensive.

Select a mission and a map appears – click on 'mission text' for a briefing then find your target on the map. Amiga owners can access a 3-D recon fly-by of the target, as well as selecting air refuelling points (air refuelling is absent from the C64 game). Another Amiga advantage is the ability to design your own missions, placing a variety or targets, refuelling points etc. These missions can be saved to disk.

Once you've been fully briefed you can go into the game proper, sitting in the cockpit with the instruments before you (a different layout for virtually every plane). Besides the cockpit view, you can select satellite, tower, and tracking views of your plane with full zoom in/out. After that it's wheelbrakes off, thrust up to max, and up, up and away . . .





Vektor Grafix have made a massive leap from *Star Wars* to *Fighter Bomber*, one which is extremely successful on the Amiga at least. Long missions become much shorter when you spend so much time zooming around your polygon-packed aircraft via various exterior views. The realism of flight control is much lower, but at least this makes the game instantly playable.

Once into the game the variety of missions soon impresses; in some there's a tight time limit for destroying several different targets. Often the target is very specific – hit the tent, not just one of the jeeps beside it. So while it's easy to fly (and land, fortunately), the game is far from a push-over. You even have to land the right way down the runway to successfully complete a mission! *Fighter Bomber* looks good, plays very well indeed and serves as a good introduction to flight sims. Listen out for the rock guitar 'jamming' session at the start, it's great!!

While the 64 game has eight missions and near 16-bit presentation it lacks extensive ground detail leading to dull play and with it repetition on a grand scale (*Project: Stealth Fighter* still reigns supreme). Yeah, it's technically very impressive with its fast moving polygons, but 64 *Fighter Bomber* is shot out of the sky by dead gameplay.

▼ An exterior view of your low-flying F-4 Phantom. (C64)



64

PRESENTATION 84%
Automatic save of pilot's performance is good disk feature. 30-page manual informative on real aircraft rather than game. Cassette owners get the complete C64 game, but multiload is *very* heavy. Mark is for the disk game!

GRAPHICS 70%
Nice aircraft graphics and control panel, but movement is sluggish and targets are unexciting.

SOUND 62%
Basic engine roar and explosions.

HOOKABILITY 64%
Couldn't be easier to get airborne, but the first mission is both difficult and dull.

LASTABILITY 57%
Eight missions and little variety in the ground targets restrict long-term appeal.

OVERALL 63%
Sluggish solid 3-D dulls the excitement of combat.

amiga

PRESENTATION 92%
Choice of your aircraft and enemy planes shown in in-game 3-D and 2-D drawings. Recon target option. No disk swapping in-game. Design mission option.

GRAPHICS 89%
Very good aircraft, impressive air-fuelling section, and quite good targets.

SOUND 90%
Jamming guitar intro music, great engine roar changing according to thrust, nice explosion and undercarriage FX.

HOOKABILITY 90%
16-bit speed makes the first mission both easier and much more fun.

LASTABILITY 91%
16 missions, chance of winning trophy, and option to design your own mission adds up to long-lasting appeal. Also, Advanced Mission Disks are planned.

OVERALL 90%
A great intro to flight sims with good long-term appeal.



▲ You fire your pistol at the big guy – but he only wanted a game of baseball! (Amiga)

WILD STREETS

64 A

Titus, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Due to some unnamed catastrophe, New York City has been left in ruins, terrorized by 'marginals and rodents' (ie street gangs) and ruled by drug barons who live in luxurious mansions. Needless to say this is a tad embarrassing for the US government, so they ask the CIA to clean things up. While there's a law to stop the CIA operating in the US – look what they did to Nicaragua – director John Stevens isn't one to be troubled by such things.

CIA checkpoints at strategic positions soon have the street gangs on the run. Within a month of the operation starting John Stevens has been so successful that drug barons decide to kidnap him. And this is where you come in. Armed only with a .357 Magnum and Black Virgin (a black panther, one hastens to explain), you must free John Stevens.

There are six levels, with the screens moving by flickscreen fashion on both C64 and Amiga. On the latter, levels are multiloaded, on the former it's a single load. There's a fair variety of villains, with the Amiga manual have pictures of them all, but apart from changing hairstyles and clothing there isn't that much variety. At the end of each level on the Amiga there's a super baddie who's a big taller than the normal thugs, and requires more hits to kill. Intelligent agents will save some of their bullets just for him.



▲ Your panther stands idly by as you stomach-kick an enemy. (C64)



STU

At last Virgin have some competition in the beat-'em-up biz, but truth to tell Titus haven't produced that much of a threat. On the C64 you can get through to Mr Stevens by simply jumping over the thugs, and using the gun since there's so much spare ammo lying around. The trip back is harder, but combat is so limited that you soon give up. Graphics are poor, with the main character having a pathetic mincing walk. On the Amiga the graphics make much better use of the machine, and are quite impressive. Gameplay is much better as well, although a lack of variety makes it poor value for £25.



Wild Streets isn't impressive on either machine, but in terms of gameplay, at least the Amiga game has some! Considering this is meant to be a beat-'em-up it's a little surprising that on the 64 you can easily get through the levels by either shooting everyone or just running and jumping past them! The graphics are equally poor with blocky, jerkily animated characters, some of which move slower than a dead snail.

The Amiga version is considerably better with some attractive backgrounds and a beautifully animated panther. Thankfully the game's also a lot tougher. Here, the beat-'em-up action, although repetitive, at least provides a decent challenge.

64

PRESENTATION 71%
A single load and a nice intro picture.

GRAPHICS 40%
Mediocre backgrounds and flickscreen scrolling are disappointing, but the appallingly animated stickmen are worse.

SOUND 46%
Fairly nice in-game tune, which gets confused if you use the gun.

HOOKABILITY 45%
Much too easy to get to Mr Stevens . . .

LASTABILITY 26%
. . . and after that it gets worse.

OVERALL 34%

An extremely disappointing conversion of a mediocre game.

amiga

PRESENTATION 70%
Average title screen and high score table. Fast multiload.

GRAPHICS 72%
Very nicely detailed backdrops and characters, but why the flickscreen? Animation is only average and variety is limited.

SOUND 78%
Inoffensive in-game soundtrack with some convincing thumps and growls.

HOOKABILITY 73%
Simple beat-'em-up format is easy to get into and immediately compelling, but . . .

LASTABILITY 60%
. . . apart from the panther there's nothing new, and the villains are dull.

OVERALL 67%

Fun for a while, but overpriced and unoriginal.

Form 2-19

Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.
LAB ASSISTANT: The Geek

After last month's record-length intro, Ed's asked me to shut up! I've also promised not to make fun of Star.Trek — infact, I can't make anything of it at all.

There were plenty of games to review this issue, although sadly not of the quality of last month's excellent crop. But there are still one or two worth the price of a vacuum pump. TheGeek has also been busy, torturing that miserable Hogg creature to give him a Future Wars solution and map.

LAB Report

OOZE – CREEPY NITES

Dragonware, Amiga £24.95

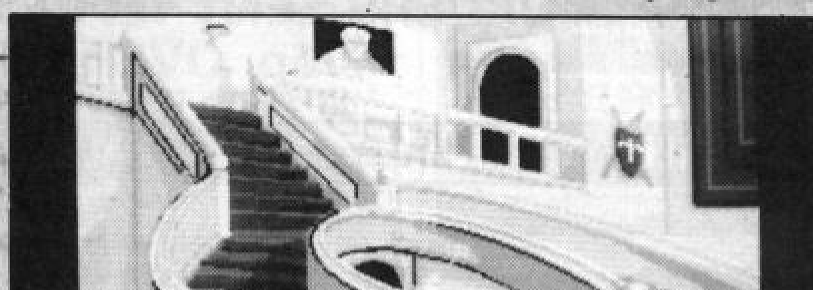
As soon as I discovered that you play a hero called Ham Burger, I knew this was going to be a meaty adventure; a game to get your teeth into; not one for the wimpy player; food for thought . . . but I was wrong!

The game starts with the news that your Uncle Cheez (yes, he's a Cheez Burger) has bequeathed you his old house, Carfax Abbey. Unfortunately the house is located just southeast of Salom's Lot (do they mean Salem's Lot?). To further add to your worries your uncle died in mysterious circumstances! But you're young and reckless, so you decide to go for a butcher's (probably the wrong word to use in the circumstances).

interpretation which would have been better rewritten. Here's the response I got when I tried to go west from the first location: 'Do you honestly believe that I didn't mind the stresses and strains that I've had to put up with so far? Do you? Really? If so there is nothing more I can do for you. Ok, I'll go right inside in order to have a thorough look. We can always leave if we want then. Well? Is it OK?' Eh, no, it isn't.

All these idiosyncrasies may be amusing to begin with but more serious flaws lurk within the shadowy halls of Carfax Abbey – inputting 'Prop' produces the response, 'Unfortunately I can't see a pale here.' – and you begin to wonder if there's any chance of actually finishing the game or whether other skulking mistakes will prevent you.

The intro-music and in-game sound effects are quite good.



A text-input adventure, *Ooze* overwhelms you with prose: descriptions of not less than eight or nine lines, and sometimes more than a screen full, sit there waiting to be read . . . it's too much! For example, at the start of the adventure six lines are used just to describe how you dig in your pocket for the door key, can't find it, panic, then suddenly you do find it and feel relieved. The authors try far too hard to create an atmosphere. Thankfully, you can choose Brief descriptions but you still have to suffer tedious text on your first visit to locations.

The main problem with *Ooze* is its translation from German to English. It looks to be a straight

Also welcome is the fact that you get some sort of response to most commands. Function keys are allocated verbs such as Examine, Look and so on and you may customise them with your own words if you wish.

Ooze will probably do very well in Germany (if it already hasn't), but as I don't Sprechen zie Deutsch (and English translation is so bad) it does nothing for me.

ATMOSPHERE	39%
PUZZLE FACTOR	45%
INTERACTION	58%
LASTABILITY	38%
OVERALL	42%

KEEF THE THIEF

Electronic Arts, Amiga £24.99

This RPG is great for parties, not necessarily 'cause it's a good game but 'cause it's so difficult to say properly. Have a couple of shandies and get your guests to utter the title without resorting to saying 'Keef the Feef', it's great fun. I tried it at the last party I held and everyone had so much fun they had to go home early to recover.

In this novel game you're a compulsive feef, er, thief who's recently been banished from your home town. The priests there tried to educate you in the traditional ways of their elders, but you decided to adopt their teachings to suit your own, less-than-lawful exploits. Even now, you remember the words of the town council as they exiled you, 'Admit it Keef, the ways of the priest shall forever remain foreign to you (although you steal things religiously). You're a natural nicker, a brilliant burglar, a perfect pilferer, you'll thrive as a thief . . . but not in this town.'

As the game begins you find yourself in a dense jungle, just outside the city of Same Mercon, owning just a few gold pieces. Now, for a street-wise dude like yourself increasing your wealth, or just survival, would be no problem. But your destiny is more of a challenge – you're intended to become God-King of Tri-City!

Your first move is to explore Same Mercon, where you swiftly discover information costs money. Encouragement, if any was needed, to take a gander round the back streets of the city, where rows of empty houses are just waiting to be burgled. But take care, for guards patrol these streets and they won't take kindly to your kleptomania. To avoid capture pop in and out of houses while the guards are elsewhere. If there's any booty worth plundering the steal option lights up. However, its not just a case of pinch 'n' run, as you may set off a trap or fumble while in mid nick and 'sustain a rather nasty owie' (don't ask me!). I died trying to nick a booby-trapped teapot!

The way to progress is to constantly save your position and begin by stealing easy pickings such as a dirk from the weapons store, to build up your thieving skills. Combat is a major feature of Keef and it makes sense not to indulge in too much fighting at the outset of your quest as most enemies are merciless and well armed; you need to be the same to survive.

Screen area is split in two, with a graphic of what you see or what you're doing situated above an option panel. Options consist of Talk, Look, Search, Cast, and so on which change to suit your current situation. There are, in fact, three main types of screen: the movement/manipulation screen where most everyday interaction takes place with other characters and objects, the combat screen where you basically turn to face your foe and attack with the most appropriate weapon in your possession (magic if it's needed), and the magic-creating screen where you mix ingredients to make spells. All the screens are neatly laid out (although I found the graphic style odd) and user friendly; enabling you to use mouse, keys or a combination of both.

Keef founders slightly because of its 'high difficulty factor' and 'high learning curve' (EA terminology). Sudden deaths abound and game logic is frustrating (why should I fumble and hurt myself when trying to nick a necklace from an empty house?). Combat is confusing and unfair to begin with (although you can adjust the number and ferocity of enemies), making the urge to continue initially weak; just when I thought I might be getting



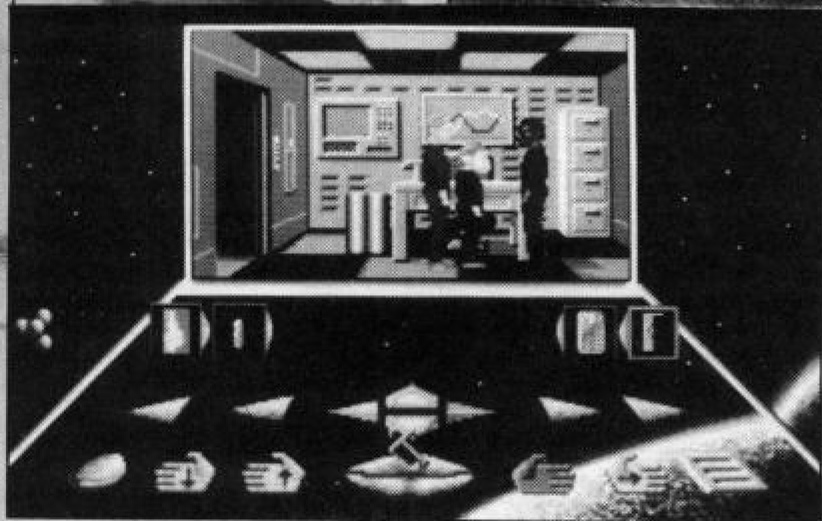
somewhere (by cruising the streets and diving in houses for a quick pilfer), I noticed my Hit indicator turning red. Obviously food and rest were needed, so off I strolled to the nearest hostelry only to be beaten up by a mad dog and a drunk . . . for no apparent reason. I had no chance. As I've said before, SAVE REPEATEDLY!

As in real life (is there any such thing?) you need to get enough sleep, keep your stamina up, and stay sober (?) to survive, while aiming to increase your strength, speed, constitution, and so on. Objects are never in the same place as the last game, and your character's attributes change with each new game. If you don't like what you're given, start again. Try to get high thieving skills, high hit points, and as much luck as possible.

Keef The Thief certainly takes a lot of getting used to (and only being able to save one game position is odd) but if you're prepared to play 'n' save you'll slowly progress and eventually become addicted.

ATMOSPHERE	76%
PUZZLE FACTOR	75%
INTERACTION	73%
LASTABILITY	79%
OVERALL	77%





TIME

Empire, Amiga £29.99

Ever since the marvellous *Macbeth* was released (the adventure game, not the play . . . I may be no spring chicken, but have a heart!) I've taken an interest in the doings of Oxford Digital Enterprises, the *Time* programming team. One of their later games, *Sleeping Gods Lie*, I thought particularly good and so it was with anticipation that I sat down to study this, their latest venture.

You've been summoned to the orbiting satellite, Historisat, to attend a top secret meeting with The Director. Once you successfully reach him he informs you that one of the Meks (androids), will shortly begin replicating at such a rate that human civilisation could be threatened with destruction. It's up to you to find a way to destroy the Mek and save the world.

Time is set in the 2047 but to succeed in your mission you have to travel to five other time periods using machines found on Historisat. You need to collect a magical amulet, charge it up to full power by giving it to various historical figures, return to the satellite, and use the now-fully-charged trinket to activate a friendly Mek so that it may destroy the rebel Mek . . .

An animated adventure, *Time* is played using the mouse to click on action icons (such as Left, Right, Talk, and Look) and so control the hero. Unfortunately, Empire's system is slow and poorly animated compared to that used in *Future Wars* or *Indiana Jones*. Worse, the reality factor is low: for example, you need to give Dr Delaney's wife a fish for her cat before she'll let you in to see her husband. The piscine you offer is made of rubber, which Mrs Delaney doesn't notice until she's fed it to her moggy and it chokes to death. Not only is it unlikely that neither you nor she would notice it was a false fish but one would think the pussy might smell something . . . unusual.

You're only allowed to save and load your game position when at computer terminals situated throughout Historisat; this is a dated idea and does nothing but annoy. In fact the whole adventure appears dated (except for the opening theme, which is nice) and is incredibly linear.

Oxford Digital Enterprises are capable of much better games.

ATMOSPHERE	**54%**
PUZZLE FACTOR	**58%**
INTERACTION	**51%**
LASTABILITY	**48%**
OVERALL	**55%**



STARFLIGHT

Electronic Arts, Amiga £24.99

Recent studies of the southern regions of your home planet, Arth, have uncovered remarkable evidence of an ancient subterranean culture that existed thousands of years ago. This all-but-forgotten race of humans apparently arrived on Arth in a giant spaceship, Noah. They were seemingly escaping annihilation by three alien races: Uhleks, Gazurtoids, and Phlegmaks. The ship came from a planet that until now only existed in legend; the planet earth.



Suddenly intent on discovering their roots, the population of Arth has Interstel embark on a huge exploration experiment. Having rediscovered and mastered earth's knowledge of space-travel Interstel charge a team of trainee space cadets (including yourself) with the task of exploring the galaxy to find out exactly what happened to earth.

The project isn't government-aided and funds are relatively low, hence you're only equipped with a basic ship to begin with. It's up to you and your crew to find and bring back minerals, alien artifacts and new lifeforms, trading them for cash to buy ever-better ships to explore deeper and deeper into space.

You begin your vast and intrepid commission safe and sound in Starport. Represented by a little man in a red space suit, you may choose from a number of options while docked here: you could visit the bank to admire your assets or pop into the trade depot to buy a new engine, shields, laser cannon, or missiles for your ship. However, it's recommended that you purchase four boring cargo pods for your ship before you do anything else. Then drop in on personnel and get yourself a crew. You've a choice of human, reptilian, insect-like, plant-like, or android personnel, each specialising (but still requiring expensive training) in navigation, science, engineering, medicine, and so on.

Your ship (which you have the pleasure of naming before it's launched) comes equipped with an engine (of sorts) and a little fuel. So once you've assigned



your crew their posts, you may boldly go where everybody else seems to be going. It makes sense to explore your own solar system before heading off into deepest space, to get used to the game controls. Also you can collect some quite profitable minerals, allowing you to upgrade your ship for when you feel ready to spread your wings.

Collecting minerals, artifacts, and so on from planets is achieved by piloting a terrain vehicle around your ship's landing site (fuel limits restrict travel), picking up items and info as you go.

As play progresses and you discover more and more about your immediate surroundings, little snippets of information come your way concerning the instability of Arth's sun. And it seems this is more than a natural phenomenon. Your task takes on a more urgent pace as you need to discover as much as possible about your galaxy, hoping for clues as to what's happening to your sun before it goes nova.

Play is slow to begin with and watching your ship land on planets takes an age. However, the landing sequence may be turned off and once you begin to explore outside Arth's system *Starflight* becomes very interesting.

There are 270 star systems and 800 planets waiting to be discovered, with minerals, ancient (and recent) ruins, alien lifeforms, and artifacts there for the plundering.

Fortunately for the sake of lasting interest, not everything goes your way: space combat (or its avoidance) plays a large part in *Starflight* as do other elements derogatory to your success such as running out of fuel or energy (easier to do than you might like), the crushing gravity of some planets, engine or communications failure, planetside storms, and hostile lifeforms: it's a hard life in the Interstel Space Corps.

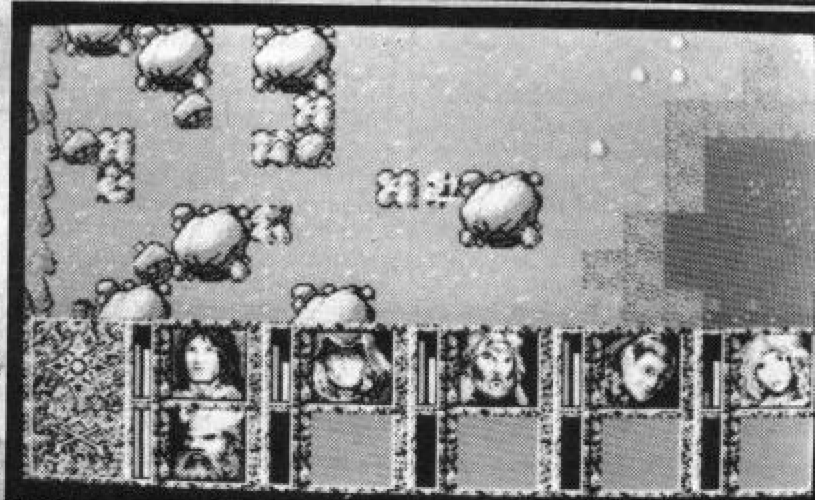
Although sound is pathetic and animation poor, *Starflight* is intriguing to play. There exists a real sense of discovery and even excitement as you dare to travel further from Arth. And it's a real good feeling to leave Starport in control of a ship so well decked out with shields, lasers, missiles, and a thrusting, throbbing mega-engine that she could give even the Enterprise a tough time . . . if only I had Kirk's crew.

Really-useful-information dept: A C64 version should be available in March, priced £14.99

ATMOSPHERE	**81%**
PUZZLE FACTOR	**N/A**
INTERACTION	**76%**
LASTABILITY	**86%**
OVERALL	**82%**

DRAGONS OF FLAME

US Gold, Amiga £24.99



The Queen Of Darkness manipulates evil dragons and their draconian minions to spread her iniquitous power across the land of Krynn. Once her scaly servants have succeeded in overpowering the populace the queen plans to personally take control of Krynn and envelop it in an eternity of darkness.

There's only one way to stop her (wouldn't ya know it): Krynn's people must have their faith in the old gods restored to boost their resistance to evil. A band of adventurers have already recovered the Disks Of Mishakal (check out US Gold's *Heroes Of The Lance* – if you really have to) and now seek the long-lost Wyrmslayer to help rekindle opposition to the evil forces currently sweeping across Krynn.

You control the adventurers as they move swiftly through the war-torn world of magical mayhem in an attempt to avoid capture by draconians, find Wyrmslayer, rescue a princess, and free women and children held prisoner in the fortress, Pax Tharkas. Your band initially consists of a fighter, a warrior, a mage, a knight, a cleric, a barbarian, a kender, and a dwarf (other characters may join your quest en route), all of whom should be familiar to you if you've played Dragonlance games before or, better still, read any of the excellent books.

Two main modes of play exist: Wilderness and Combat. Wilderness is a dragon's-eye view of your surroundings and is used to navigate your way across Krynn – there's also a map of the whole area available at the touch of a key. Combat is automatically instigated when non-player characters (NPCs) are met or buildings entered and utilises a third-person perspective. These NPCs are many and varied, in fact their numbers are ridiculous. Encountered every other step they take the form of nomads (friendly nomads may join your party and can be used as cannon fodder), kapaks, griffons, dire wolves, hobgoblins, trolls, war dogs, and dragons. Very few NPCs bode well for your party.

Fighting is undertaken with either a ranged weapon (such as spear or bow) or close weapon (sword, for example); your mage and cleric use magic. The first four members of your party are all included in the fray. As members die (a regular occurrence) their place is taken by the next in line, although Goldmoon (the cleric) is replaced automatically by Riverwind (barbarian) should she take too much damage – he's such a hero!

Time is of the essence. As soon as the game starts you should race south toward Pax Tharkas before the draconian hordes infest the land. Along the way you come across Gilthanas the Elven prince who tells you of a secret entrance to the fortress; a good job really as the front door looks far too well guarded to get through. Once Gilthanas is part of your group head for the forest and mountains to find a way south that avoids the worst of enemy hordes.

Statistics such as Charisma, Intelligence, Hit Points, Wisdom and so on feature although they're controlled by computer while you're left to rush around Krynn trying to avoid death. Weapons, potions, and spells found on your travels may be added to members' inventories and used to help keep them in their seemingly impossible task.

Played with a combination of keys and joystick, *Dragons Of Flame* is arcade orientated – RPG elements sadly take a back seat. No-win situations occur regularly: Trolls and Griffons are particularly vicious and, if magic isn't (or can't be) used, take mere seconds to make mincemeat of your party. All too often three or four of these enemies attack at once, giving you no chance.

The only way to progress is to save your position after every successful confrontation. This reduces game-flow to zero and ultimately leads to intense frustration. Those who enjoy taking two steps forward and three back may warm to *Dragons Of Flame*. Everyone else who likes good RPG-style games should buy *Drakkhen*.

Really-useful-information dept: A C64 version should be available around April, priced £9.99 cassette, £14.99 disk.

ATMOSPHERE	**32%**
PUZZLE FACTOR	**38%**
INTERACTION	**41%**
LASTABILITY	**28%**
OVERALL	**36%**

SEARCH FOR THE TITANIC

CRL, C64 £19.95

April 10, 1912, a liner (worthy of esteem) sets sail from Southampton to New York. The largest moving object ever built by man (funnely enough), she weighed 46,000 tons and was longer, stem to stern, than the tallest skyscraper was high. She was RMS Titanic.

The first four days of this, her maiden voyage, were uneventful. Cruising through the cold waters of the northern Atlantic her captain, crew, and passengers hadn't a care in the world . . . until the unthinkable (unsinkable?) happened: the kitchens ran out of ice! No more bourbon on the rocks, no more crushed solid-state water to drape smoked salmon over, no more arctic appetizers. Passengers couldn't cope, they screamed for ice! Ice! Ice! . . . and they got it.

Just before midnight on the fourth day of the voyage, a tremendous jolt was felt by all onboard. Mere minutes later the captain discovered that RMS Titanic had hit an iceberg which had ripped a 300 foot gash in her previously watertight compartments. Just three hours later this monument to human skills and technology sank 13,000 feet to the bottom of the sea. Only 705 of the 2,207 people onboard survived.

Search For The Titanic gives you the chance to find and explore the wreck of this great liner. If you're a wimp, you can choose to command only the search for the Titanic – or be a man and have a go at a complete game where you need to build up experience and a healthy bank balance before embarking on a search for her.

The equipment and skills required to find such a seriously sunk wreck are expensive and take time to collect. Hence at the start of a 'complete game' you're stuck in Miami with just $10,000 and no equipment – doesn't sound too bad to me, can we forget the wreck hunt and just have a good time? (No you can't, and that's my Miami advice – Ed).

Your aim is to rent (and eventually buy) an affordable boat – there are four types to choose from with varying equipment-carrying capabilities – complete with necessary items such as weather radar, ship's sonar, and magnetometer plus a capable crew. Then use this equipment to seek out and search wrecks and build up your liquid assets to enable you to find more wrecks and so on until you're eventually ready to look for RMS Titanic.

Port options include visiting various organisations to try and obtain a grant for your work (the better your rep as a wreck finder the better your chances), renting or buying a ship and equipment,

SCIENTIFIC SUGGESTIONS with The GEEK

Hobble Gobble, Geek freaks! Get ready for the hottest tips on the block: a full solution to Delphine's excellent *Future Wars* (reviewed by Norm, last ish). My thanks go to Phil Thompson (did you ever play for Liverpool?) of Bwcle in Clwyd (I couldn't find it on the map, or say it either!) for the tips and map, although I had to nick them off Mr Hogg. Phil gets £30 worth of software for his trouble, as will the top tipster next month. Until then, don't get stitched up.

FUTURE WARS – THE SOLUTION

THE START

Take bucket. Operate lift up button. Operate open window. Enter room.

FIRST ROOM

Operate carpet to get key. Take plastic bag. Operate WC door to get red flag. Operate cupboard to get insecticide. Use bucket on sink to fill. Use bucket on centre door. Operate right hand door then exit right.

OFFICE

Open desk drawer to get paper. Operate cupboard to see typewriter, make a note of number on typewriter. Examine map. Use flag on hole. Exit right. Examine keypad, operate keypad and enter number found on typewriter one digit at a time and exit to office after each one. After final digit go through passage.

CONTROL ROOM

Use paper on slot. Operate green button, operate red button and quickly move under spotlight.

SWAMP

Go left, walking on green areas only. Use insecticide on mosquitoes. Examine ray of light to get pendant. Go left.

LAKE

Examine tree by lake to get rope. Use rope on branch. After peasant goes for swim take clothes. Go left.

CASTLE

Go round back of castle. Operate large tree to get coin, go back to pub in front of castle. Use coin to buy a drink and listen to gossip. Go to castle.

INSIDE CASTLE

Listen to information then leave, taking lance from sleeping guard. Go back to large tree. Use lance to get monk's habit and put it on. Go to lake. Use plastic bag with lake. Go back to castle and exit bottom of screen.

OUTSIDE MONASTERY

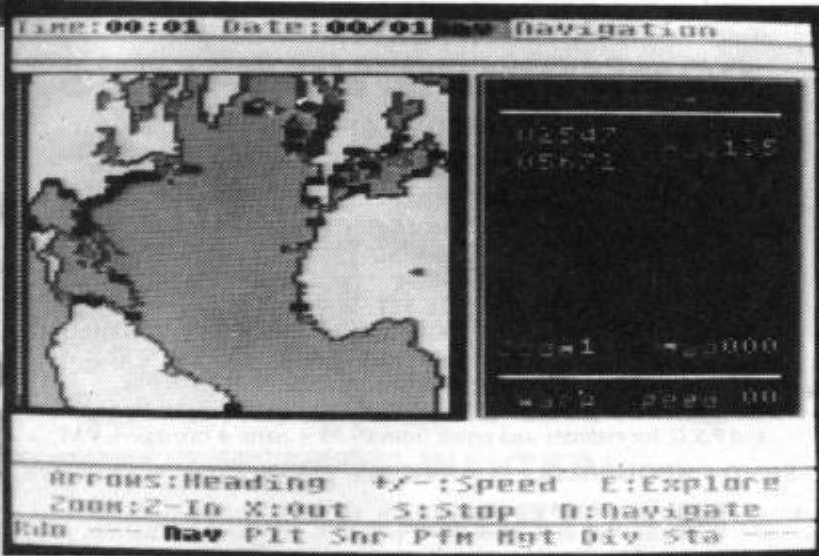
Use plastic bag on wolf.

INSIDE MONASTERY

Entry door on left, leave and enter door on right. Go room on left. Take cup. Go middle door. Use cup on barrel. Give wine to leader. Examine him for remote control. Use remote control on cabinet. Take magnetic card. Go to wine cellar. Use remote control on top barrel. Enter secret passage.

CONTROL ROOM

Examine glass case to get gas cannister. Use magnetic card on computer.



hiring a crew, and stocking up with sufficient food, water, fuel etc for an expedition.

There's a wreck called The Fly just off the coast of Miami and the manual suggests you visit her first to gain experience. Should you be incorrectly decked out for your voyage (insufficient crew, for example) you're not allowed to leave port. An organisation will evaluate your plan (for $1,000) and tell you where you're going wrong.

Once you set sail you can either use Navigation mode (for travel) or Explore mode (for diving). Using coordinates provided in the manual, make your way to a likely looking wreck and prepare to dive. Remember divers aren't allowed to go down on their own. Which reminds me: reading the whole manual before you commence play is a good idea (boring though it may be) as this snippet of information was hidden amid the reams of text and I didn't notice it until I'd set sail, with one diver on board, and found a wreck. Only then did the game inform me that divers have to go down in pairs at least. I had to go back to port, minus a few hundred dollars, and start again.

Once over a wreck you may either send divers down to use whatever equipment they have to salvage items or get them to survey the area for booty. The longer they stay down, the better their chances of finding something – and the more rest they'll need before ready to dive again.

Apart from the not-so-big-deal of having digitised graphics to ogle should you successfully find RMS Titanic, there's little to see in the game. Screen layouts are uninteresting, consisting mostly of garish boxes displaying options or maps.

Although most elements required by such an extensive undertaking as searching the sea bed for wrecked ships appear to be included in *Search For The Titanic* (giving it depth?), it's implemented in a yawn-inducing way. The excitement of searching above and below the waves for a taste of history is destroyed by having to stare at boring little boxes and watch dots move around the screen. To be pacific, I thought it sub-standard and, without being too stern, difficult to fathom.

ATMOSPHERE	**45%**
PUZZLE FACTOR	**49%**
INTERACTION	**52%**
LASTABILITY	**43%**
OVERALL	**50%**

WASTELANDS

Take blowtorch from right of first screen, take fuses from white rubble. Go through manhole.

SEWERS

Use blowtorch on tap to fill. Use blowtorch on monster. Go up steps.

METRO

Get coin from coin collection in newspaper machine. Use coin on money slot of newspaper machine. Repeat. Get on metro train.

SHUTTLEPORT

Go down stairs. Use fuse on fuses in fuse box. Go upstairs. When receptionist checks make-up, go between arrows.

PRISON CELL

Use key on metal grill. Use gas canister on metal grill. Use newspaper on metal grill. Exit through door.

CONTROL ROOM

Use magnetic card on machine.

SLIPPERY SLOPE

Go to Lo-ann.

OUTSIDE SPACESHIP

Shoot any crughons in red danger boxes until crughon leader appears on flying podium. Shoot him. When Lo-ann is shot, search her body twice. Use pendant on Lo-ann. Search dead crughon.

SPACESHIP COCKPIT

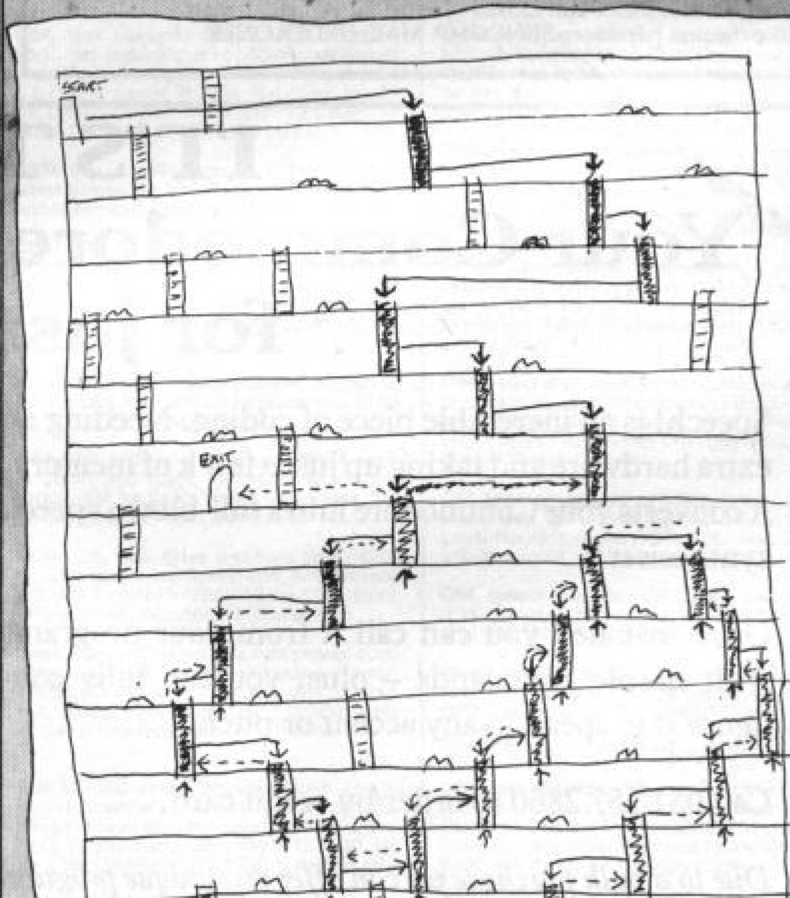
Use magnetic card on machine near door. Operate case. Take garment. Use garment on video camera. Get in case. Operate case.

CRUGHON BASE

Use invisibility pill on hero as soon as door starts to open. Leave spaceship. Hide in box on lower left of screen.

CARGO HOLD

Operate door at far end. Follow map to computer centre. Use magnetic card on console. Follow map to exit, this completes the game.



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Amiga A500, lorra software, programming stuff. Write to me, Troy Bailey at 8 Strathesk Road, Penicuik, Midlothian with your phone number and I'll get in touch. Oh! Almost forgot price £300.

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Amiga games, all boxed originals: Robocop, Power Drive, Barbarian II, Zynaps (Heros of the Lance), Kenny Dalgliesh Soccer Match, Xenon, Hybris, Vindicator, Baal, Defender of the Crown. £100 the lot. Tel. Steve 0279 28116. Will not split up.

Mags, many, including CU, C+VG, CCI and others from 1987 to 1989. Cheap, good condition. Phone (01) 958 3645 between 8pm and 10pm, ask for Marc, or write to 19 Jesmond Way, Stanmore, Middx. HA7 4QR.

C64, C2N, two joysticks, approx. £350 games (includes 4 Micro Prose games). Quick sale £95. Contact Ian - 01 337 2979.

C64, 1541 D/D, two joysticks, AR MkIV, Mikro assembler cartridge, books, mags, original games worth £800+, both disk and tape, storage boxes, Music Maker, light pen, speech. All worth £1300, £299 ono. Phone (03526) 5468.

Look over here. Do you like adventures or football. Send a SAE to Peter and Stephanie, 60 Standard Road, Enfield, Middx. EN3 6DP for free info. Don't delay, write today. They cost £5.00 each.

C64c, two C2N tape decks, back up board, Action Replay MkV Pro back up cartridge and over £300 of software including SEUCK, Hawkeye, Armalyte. Perfect condition, all for £200!!!!!! Phone (0494) 27084 in evenings.

Amiga A500 with 501 expansion, Cumana external disk drive and over £300 of original games. All in very good condition for sale at £450 ovno. Tel. South Shields (091) 4542913, ask for Brian.

C64c, 1541 disk drive, Expert cartridge, joystick, manuals, over 30 disks incl. GEOS. Well over £1000 original games and software. Worth over £1500, sell for £400 ono. Tel: 0274 574187 (Brian) W.Yorks.

C64 tape games, all originals, loads, very, very cheap. For list send SAE to: 4B Currents Lane, Harwich, Essex CO12 3DE. Also Sega games wanted, again write to Rich.

C64, colour monitor, 130 games, two joysticks, computer books, dust cover, C2N. £180 ono. Call 093287 2795 after 6pm.

READ THIS !! C64, C2N, powerpack, 2 joysticks and all leads, £550 of games including Batman, Licence to Kill, Op-Wolf, Double Dragon and many more. Worth over £750, sell for £250!!! Tel. (0279) 655729. Get ringing!!

C64, data cassette, Oceanic disk drive, joystick, light pen and £350 worth of software inc. Op. Wolf, Batman Movie, SEUCK, Thalamus Hits and many more. All boxed. Phone (04747) 5995. Ask for Matt. Price negotiable.

Games, games, games. C64 on tape at very low prices, from just 50p to £6, eg. Renegade III, In Crowd and Bubble Bobble. Write to Nathan, 19 Upper Morton, Babworth, Retford, Notts. for list.

C64 with £700+ of software + two datasettes. Total value £1000, yours for £250 ono. Latest titles must be seen. Phone 0933 675642 after 6.30pm. Free delivery if local.

PEN PALS

Amiga contacts wanted, no beginners, from anywhere in the world. Send disks and lists to Paul Richards, 63 Manor Road, Desford, Leicester LE9 9JQ. 100% reply guaranteed.

ClassiFieDs

C64 disk contacts wanted! Send list or disks to: Richard, Van Emstweg 57, 8426 BS Appelscha, Holland. Disk = 100% reply! Phone No: 05162 2434.

Experienced Elite Dude wanna swap VHS-tapes, musixx and Amy-titles with elite people around the globe. 100% FAST reply. Write to: Elite Dan Dude, Box: 4022, 550 04, Jonkoping, Sweden.

C64 and Amiga contacts wanted worldwide. I've got all the latest stuff on disk, so write to: Matthew Hilton, 17 Weatherly Road, Torbay, Auckland 10, New Zealand: Send now!!

Amiga penpals wanted. 100% reply. Write to Jeff at 45 Westbury St, Laisterdyke, Bradford BU4 8PB.

C64 disk contacts wanted to swop latest games. Send your list or disk to Paul, 23 Woodward Road, Manchester M25 8TX. 100% reply. USA contacts esp. welcome. Come on one and all. Tel: 061 773 8426.

AMIGA! AMIGA! AMIGA! AMIGA! AMIGA! Music, samples, graphics or W.H.Y. If it's hot - I want it!! Will swap for equally mind blowing disks or blanks. Replies to:- Icon Diskit, 37 Beech Grove, Higham, Kent ME3 7AZ.

C-64 disk contacts wanted world wide. Write to: Adrian, 410 Bell St, Pascoe Vale, Vic, Australia 3044. 100% reply. Write now, it just gets better!!!!!!! No lamers. . . .

Cool 64 demo writer needs contacts worldwide. Send disks and letters to Jay 7!, 104 Sandy Lane, Hucknall, Nottingham NG15 7GP England or phone (0602) 637630 after 6pm. 100% fast reply. Write soon!!

The lads want some new contacts from Belgium, UK, Finland, USA and the rest of the world. Send DISK to Dave, 18 Lancaster Road, Newcastle-Under-Lyme, Staffs. ST5 1DS, England.

Hey! Cool (64) Dude is looking for contacts to swap latest warez, demo's, utility's, hints and tips. Disk only. Didier Van Brabant, Sartlaan 32, 8400 Ostend, Belgium. Also wanted: light pen, Koala tablet and other hardware.

Amiga contacts wanted! Send disks and letters to: Andy, 35 St. Annes Drive, Aylestone, Leicester LE2 8HU. No lamers please!

Amiga contacts wanted worldwide to swap latest programmes, ideas, hints etc. Guaranteed 100% fast replies. Everyone is most welcomed. Please send letters, lists and disks to: Phillip Yee, 247 Riddiford Street, Wellington 2, New Zealand.

Amiga mad insane wacky contacts wanted anywhere. 53.4% reply almost? We are talking totaly wicked games and tips. Hello's to Dogger and Kate. Send letters, lists, disks to Dubby, fifty two Bevan Close, Huntingdson, Cambs. PE18 7TJ.

USER GROUPS

Indust C-64 swapping line needs your vote. Send to us your demo's, tools, etc. and receive the best demo's, utilities back. Write now to: Kunst, V V Goghlaan 34, 4907PG Oosterhout, Holland. Always 100% reply!!!

Middle East Commodore Club: The richest and largest software library of C64, Amiga, and IBM PC/XT/AT/PS & compatibles. International memberships now. MECC, P.O. Box: 113-5470 Beirut, Lebanon.

FANZINES

AMIGAZINE – The only totally independant Amiga fanzine, with news, reviews, previews, arcades, classifieds and loads more. Issue one totally free! So send a large SSAE to Amigazine, 29 Littleworth Hill, Hednesford, Cannock, Staffs. WS12 5NS.

MISCELLANEOUS

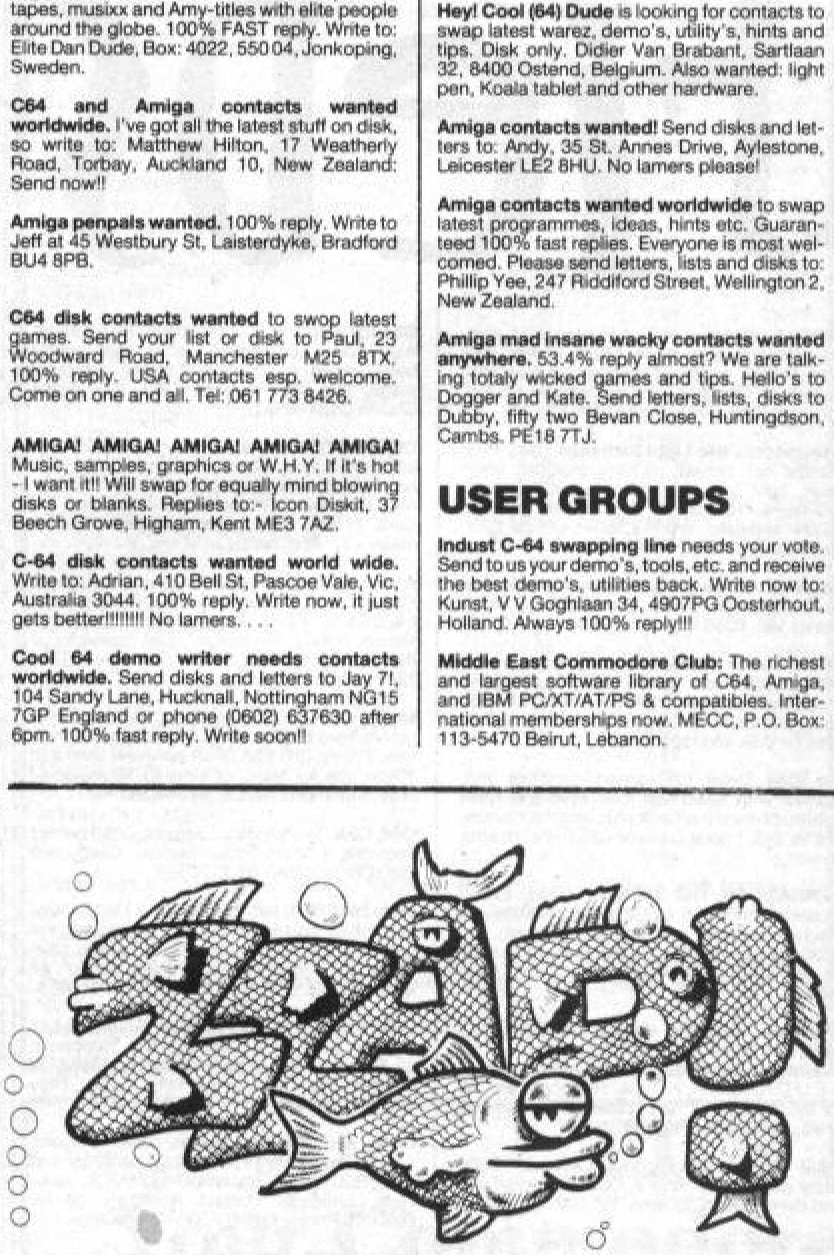
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Your computer and printer can make extra £££'s. Don't just play games. Free details on how to utilise your micro and earn cash. Send SAE, S. Marks, 320 Coventry Road, Small Heath, Birmingham B10 0XE.

C64 PD demos, 10 disks £1.70 each, £13 for the lot. Full instructions. Demos include Batdance, Contex, S-Xpress, Crunchers, Acid and hundreds more. Write now to D. Walton, 18 Heysham Park, Heysham, Lancs. LA3 2UD. Best demos out.

Vinsoft – Masters of Spectrum homegrown software – are currently converting our games to the C64, for mid-1990 release. The expectations are high - and the quality will be. SAE for details: V. Vity (Z1), 11 Willow Gr., Bare, Morecambe, Lancs. LA4 6JJ.



RESULTS with Ken the Fish

Last month's lesson in language was disastrous, although not quite as controversial as Dave Allen's: I mean, you wouldn't expect a wholesome fish like me to say 'f*' (I think it stands for fish – oh fish, I've said it!).**

So instead of language, this month's subject for discussion is fish philosophy (or, to give it it's proper name, fishosophy) . . .

KEN: What do you think about fishosophy, Dr Sandnurses?
DR S: Well, I'm quite fishosophical about it, really. But maybe that's a Freudian slip. I mean, fishosophically speaking, I don't know fish all about it; I'm a gynaecologist.
KEN: Well, fish me, what a marvellous insight into your brilliant mind. Thanks, doc.

CRAZY THALAMUS COMPETITION

(Thalamus, Issue 56)

Our old mates at Thalamus went totally crazy (even crazier than normal!) for Christmas and gave away loads of goodies from their huge Santa sack. The first prize comprised a Philips Stereo Monitor, Swatch Watch, a trendy T-shirt, and a copy of that mega compilation *The Hits*. This little (?) lot goes to . . .

Gordon Platten, HULL HU3 3JW.

Two second prize-winners get a Swatch Watch, T-shirt, and *The Hits* . . .

Javaid Aslam, MANCHESTER M20 8ED; Warren Purnell, BRISTOL BS12 5RH.

And there's more: ten runners-up get The Hits and a T-shirt . . .

Melvyn Hughes, YORK YO2 4SB; Mr D Carter, TRING HP23 5HQ; Chris Patiki, NORWICH NR3 4TL; Steven Riley, WHITFIELD CT16 3JQ; Daniel Cheshire, SUTTON COLDFIELD B75 6BT; D Maidment, SHEFFIELD S19 6LE; Paul Eames, WATFORD WD2 5BL; Mark Huck, ALBANY NE37 1UW; Philip Nicholson, EVERSLEY RG27 ONY; Barry Irvine, SOUTH Wirral L65 9DS.

POWER DRIFT COMP

(Activision, Issue 56)

First prize in this Chrimbo comp was a Radio-Controlled Mega-Buggy – just the thing to drive sensitive family pets mad as they chase it across the living room floor. Thankfully, I managed to persuade Ed not to try it out in my bowl! The unfortunate pets of the lucky winner are Rick Rottweiler and Kitty cat. Their owner answers to the name of . . .

John Flood, PERTHSHIRE PH2 7RT.

Ten runners-up get a pretty *Power Drift* poster:

Matthew Tomlinson, NORTHWICH CW9 8HN; William Stark, CUPAR KY14 ODH; P J Morgan, ISLINGTON N1 OXG; Tom Lichy, PENZANCE TR18 4EX; Andrew Clarke, ROCHDALE OL16 3UB; E Turner, MORDEN SM4 4BQ; Adam Newbold, SUTTON Coldfield B75 7SQ; Punam Verma, WOLVERHAMPTON WV4 5AP; Chris Coddington, TONBRIDGE TN12 9QQ; Philip Nicholson, EVERSLEY RG27 ONY.

KEN RULES OK

The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.


SPORTS, MOVIES, ARCADE...
PLATOON
The first casualty of war is innocence.
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COMBAT SCHOOL
MIAMI VICE
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TAITO
SUPER HANG-ON
The Hit Squad
WE'VE GOT 'EM ALL!
THE HIT NAMES
THE HIT GAMES
ALL FOR ONLY 2.99 EACH

be quick

And win a portable CD player from Hewson!!







on the draw

ZZAP! COMP





Hewson certainly believe in giving value for money. The Oxfordshire-based software house have just released three thrilling compilations. The first (which earns a Sizzler in this issue) is *4th Dimension*, a collection of four brand-new C64 games for the price of one!

Then, on the Amiga, there's *Premier Collection 3*. This compilation of classic oldies comprises the ZZAP! Sizzlers, *Cybernoid II* and *Archipelagos*, plus *Battleships* and *Quadralien*. All for just £29.99.

Last, but certainly not least, there's *Joystick Thunder* which not only offers you the chance to play old C64 favourites like *Uridium, Sanxion, Lightforce, Eliminator, Cybernoid 2* and *Exolon*, but also a free joystick! Priced the same as the *Fourth Dimension* at £12.99 on cassette, and £17.99 on disk, it's incredible value for money.

What's more, if you think you're a bit of Da Vinci with the old felt tip pens, you can win one of these amazing prizes. First prize is a superb portable CD player: the Sony D20 Discman (supplied by Horns Audio, Radio, & TV in Oxford). The lucky second prize-winner will win a stylish C64 disk drive, while fifteen runners-up get one of the three Hewson compilation titles.

All you have to do to enter is draw a pretty piccy of one of the characters in *4th Dimension*. Then, remembering to state your address and whether you have a C64 or Amiga, send your entry to *HEWSON QUICKDRAW COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB* to arrive not later than March 29. So get drawing!

(Usual competition rules apply).







The Retrograde: a vicious and lethal bounty-hunter out to loot a hostile system's treasure of diamond crystals even if he has to blow the place apart!
Level upon level of horizontal and vertical scrolling mayhem, over and under ground.
Be Retrograde, the stalking, flying death dealer!

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THALAMUS

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berks RG7 4QW Tel: (0734) 8172



Firstly, I must apologize for the disorder of last month's Rrap – and I hope this intro isn't on the last page! – but it wasn't my fault (honest!). Apparently, even the satanic film planners weren't to blame: it was a cock-up by the printers in Carlisle.

Hopefully, this month's Rrap will be totally in order, but to make sure . . .
***** Mangram to printers, come in printers. This bit is called the intro, and it goes at the START of the Rrap! *****

ANTIPODEAN ANTIPATHY

Dear Lloyd,
I think your mag has the best reviews of all the computer mags at the moment. One of its most redeeming features is the fact that it isn't printed on absolute crap, and doesn't fall apart three days after you buy it, unlike some other papers (whose names I won't mention). Keep up the good work! There are a few points I'd like to make especially for overseas readers like myself.
1. Over here in Australia, when ZZAP! finally hits the shelves, we are three months behind you Poms! I think this is a disgusting state of affairs, and I'm sure readers in other overseas countries like New Zealand would too. It makes it pretty hard to enter competitions (and remember this if you decide to have a comp for us o/s folks). Is there anyway you could get here at least a month earlier (without raising the price?)
2. My fellow readers and I were incensed with your 'New Zealand Story' comp write up. What do you lot think you are doing! It's bad enough with Ocean calling the game from down under without the ZZAP! team tagging along. New Zealand is separate from Australia. Although I agree with the comment about the amber nectar (it is XXXXing awful), it's still Aussie beer. Do a bit of research and stop stealing our thunder from Down Under!
3. Who has the licences to the the arcade games *Golden Axe* and *Rastan Saga*, and are there plans for conversions?
4. Recently, I thought I saw someone who looked like the Scorelord eating a snail-bait sandwich in a small cafe. Could it have been? I'd keep your garden sheds locked!
Aaron Maurer, Sydney, Australia.

1. Unfortunately the carrier pigeon (Herman) we use to send overseas issues is very slow. We tried strapping a jet engine onto him, but he kept dropping debris from his undercarriage!
2. Keep your 'air on, Aaron. My extremely long word dictionary says that 'down under' can mean Australia OR New Zealand. As for XXXX, I've got no idea what it stands for!
3. Virgin Mastertronic are converting Golden Axe, *while* Rastan Saga *was converted long ago by Imagine.*
4. That's probably a good idea.
LM

WHAT'S THE ANSWER?

Dear Lloyd,
Is it sheer lunacy? Or just a fish in disguise? That is the question.
Andy, Halesowen, West Midlands.

Damn, and I always thought it was, 'To be, or not to be.'
LM

WHO'S THAT GIRL?

Dear Lloyd,
I've got to ask . . . the question's burning my brain! What, you say, what is it I must ask? It was bad enough when you printed the first photo in the Compunet section - how I used to want to enter the picture and be on that same sofa.. then ZZAP! printed a second photo - it was too much! The lighting, the shading, the . . . but now, what do I find on page 20 of ZZAP! 57 - a third photo! aargh, no, Lloyd, please - it's driving me insane!! I've got to ask it then, my question, or I shall go completely mad. Please, Lloyd, please tell me. Who is that woman!?!? Whoever she is, I beg you Lloyd, whatever you do, don't be tempted to print a fourth picture of her . . . my heartbeat might not be able to stand it!! Lloyd? You are there aren't you . . . LLOYD!!!
A secret admirer.

Dear Lloyd, I wish to know when and where I can bathe with the sheila on the Compunet page. I would be grateful if you could send her (the sheila on the compunet page) to me because I can't afford the airfare to pommy land.
C Stanford, Newee Creek, Australia.

The girl in question is called Psy, and she's the girlfriend of a Compunet user. However, the woman on page 20 of Issue 57 is in fact, Robin Hogg!
LM

BUBBLE POWER

Dear Lloyd,
After writing a twenty page thesis entitled the rise and fall of ZZAP! 64 1985-1990 I transformed it into nineteen crumpled bits of thesis in the bottom of a bucket while at the same time retaining one page which went something like this: . . . . most important feature the magazine ever adopted was the speech bubble.

ZZAP! 64 has always been able to raise a nobody reviewer to that of a personality the readers genuinely get to know. How is this achieved? The great ZZAP! speech bubble, I would say. This bubble in the company of a drawing depicting a reviewer in some mood (usually despairing what with the huge amount of bad games shovelled their way) and the contents of the bubble itself filled with the inimitable babble unique to each reviewer allowed actual personalities to evolve which the ZZAP! reader would familiarise themselves with (love 'em or hate 'em).

These bubbles are often of an entertaining nature (who can forget the hilarious slating several budget titles received from GP, JR, and GL way back in ish 15) and this makes good reading as well as helping to decide the fate of the odd tenner.

Many have criticized the bubbles, but such people can only have missed the point. The bubbles have been paramount in making the ZZAP! reviewer no run-of-the-mill reviewer.

So let's here it for the ZZAP! bubble. God bless it and. . . . .
Yours,
Troy Bailey, Penicuik, EH26 8EG.
PS Are there any plans to reprint out-of-stock back issues? My brother is under the illusion that his name appeared in ZZAP! Issue 2 in the list of top scores for *Boulderdash*. I would be obliged if you could check up and verify what I've been telling him for long enough. 'It just isn't so!'

Issue 2 was sold out years ago, but I checked up about your brother, and he was right!

ZZAP! RRAP

ZZAP!'S BEST

Dear Lloyd,
I have read your magazine since Issue 10 and, until recently, I have always believed it to be a superb mag. I say until recently because I, like many others, have noticed a lack of quantity in more recent issues. In fact I have been so disappointed with some issues that my initial reason for writing to you was to complain. However, I started to look at ZZAP! in relation to other computer magazines, and in particular that other Commodore mag CU, and realised just how much better ZZAP! is.

As everyone knows, 1989 has been the year of the more powerful computers, and the Amiga has stolen a lot of attention from the C64. In the light of this ZZAP!, like most other magazines, could have completely ignored the 64 and focused all their efforts on the Amiga. For example, CU (who still have the gall to call themselves a 64 mag) only manage a couple of 64 reviews per issue and in the example of their *Turbo Out Run* review, the Amiga review was given two pages yet only received a mark of around 65% whereas the 64 review was given a small box on the side of a page and received a superior grade of around 87%. A clear case of mistaken priorities.

ZZAP!, however, has done it's best to get its priorities right, with both the 64 and Amiga getting a substantial amount of coverage. The reviews are bright and informative, and more often than not give a good idea of what to buy and what to avoid. I hope that you solve your advertising problems soon and, for the sake of C64 journalism, continue to produce your excellent magazine for years to come.
Yours sincerely,
Tub, London N5.

PS What's happened to 'Letter of the Month'.

Thanks for your letter, Tub. We do try to give balanced coverage of both C64 and Amiga. 'Letter of the Month' has returned.
LM

GOAT HERDERS UNITE!

Dear Lloyd,
Tell that Welsh git to stop being racist. For what is wrong with being a Nepalese goat herder? Me and my so called friend Stuart McRael would like to ask a few questions:
1. Why is ZZAP! so cool?
2. Why is my friend's (John Riddell) Amiga grey/white? They should make Amiga's orange with orange stripes.
3. Is *Typhoon* crap?
4. Why is *Kick Off* so crap for the C64?
5. Is *The Main Event* being put on computer? If so, when? 6. Is there going to be a Nepalese goat herder game to be produced by Code Masters?
7. What is your highest score on *Emlyn Hughes*?
Oh crap, one of the goats is being interfered with by the village landlord.
Luap Nellum, Keith AB5 3JZ
PS The reason why my letter writing is so crap is because I only have one finger.

Obviously you must be the two goat herders in question (from Scotland and into Skoda racing?), but why are you so niggled? After all, Robin printed the Wizball tip solely for your benefit as everyone else knows it!
1. It's frozen in liquid nitrogen.
2. You could always paint your Amiga!
3. Yes.
4. Who knows?
5. Not as yet, but Robin reckons it'll be snapped up by a major software house soon.
6. Probably.
7. I've never met him.

ANY IDEAS?

Dear Lloyd,
Do you know how to send ideas into a software house or them to make it and then to sell it nationwide and for the person with the idea to make a profit? I have two good ideas; the first one is. . . .

Skoda racing. Not everyone can afford a Porsche, Lambourghini, or a Ferrari Testicle (?! – Ed) but everyone can afford a Skoda or a Lada. Put it in a similar format to *Turbo Out Run* except make it a race round Britain, like from Land's End to the Orkneys and you could be up against Lada Sunday Drivers, lorries, slowjoes and other b******s that p*** you off like road hogs.

The second idea is a football game (new idea??) and call it Paul McStay's Football because everybody goes on about English Footballers (Paul Gascoigne, Gary Lineker) but no-one makes a game about Scottish footballers or Irish and Welsh for that matter.

Well on with the idea. You could have a Scottish or English league or even a British League – separate tapes and you could have games including the manager jumping up and down on the touchline, linesmen, or when someone gets injured on the pitch you could have the physio running on carrying his bucket and sponge. Have you seen that in a football game? What rating did you give *Emlyn Hughes*?
Paul Mullen, Keith AB5 3JZ.

First of all, don't reveal your ideas to a magazine where they could be nicked by unscrupulous software houses! Anyway, Robin's got a better idea: how about Fiat Panda racing where the players have to push the car round the whole track? Phil says you're right about the football games all being English – he's still waiting for the release of Abu Dhabi FC. As for Emlyn Hughes, I don't rate him at all – oh, you mean the game? That got 90%.
LM

BORING IMPROVEMENTS?

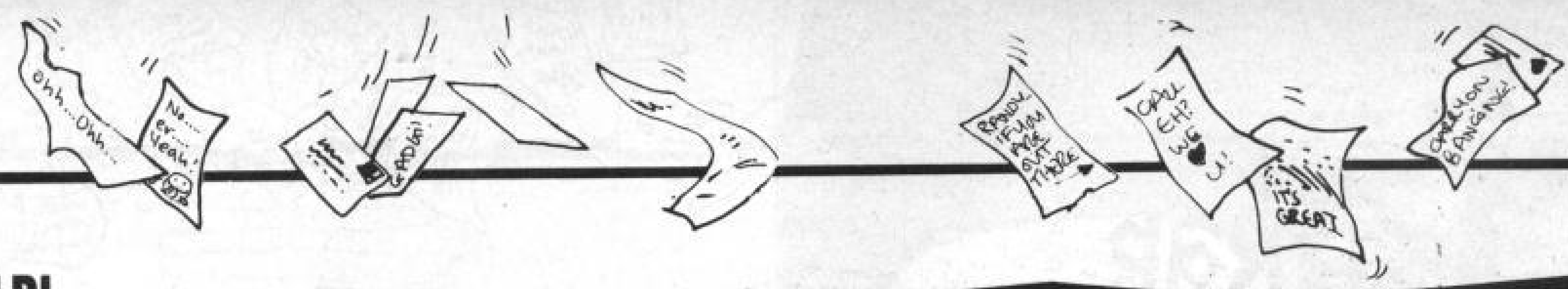
Dear Lloyd,
This is going to sound boring. Thousands of people have sent letters in making suggestions on how to improve ZZAP!I used to wonder why they do it but now I think its time for me to stand up and make some suggestions of my own.
1. What has happened to the old 110-page ZZAP!? I know it's inflation and all that c*!
, but I expect all the devoted ZZAPers wouldn't mind paying a bit extra! CRASH still has its usual number of pages AND gives cassettes away for only £1.95!!
2. How about an Achievement rating to show how well the programmer has used the 64's (and the Amiga's) capabilities to create a better game. For instance, this Christmas produced some amazing games which made you think, 'My computer can't do that?!!!' ie *Stunt Car Racer, Turbo Out Run.*
3. Could you please find a space to print when the next ZZAP! would be out? It doesn't have to be exact but it could give us a clue!! 4. What has happened to the Previews? I think you should put them back to how they were because you only preview a couple of games.
5. Also what happened to the *Dragon Wars* review in January ZZAP!? I'll tell you what happened to it, it was not there!
6. You could try to get the issue's month right! I bought January's on December the ninth!!

Anyway, enough of the criticism (try saying that on New Year's Eve after a few toasts to 1990) ZZAP! is still the best Commodore mag, CU (whoops! should I have said that?) seems to be rapidly drifting over to Amiga only (there were about eight 64 reviews in the whole mag!). Still I suppose the Amiga will blot out the 64 just like the Spectrum 48 and the ZX81 although I can see why that happened!

Remember this though: The C64 STILL HAS GOOD GAMES, MOST WITH BETTER GAMEPLAY THAN THE AMIGA, AND WILL LIVE LONG AND PROSPER!!

Yours that-was-an-emotional-statemently,
K Redding, Southampton SO4 5AQ.

Yes, it was very boring.
1. Don't exaggerate; I've already explained a million times.
2. Ditto.
3. Now that's a good idea: Ed says he'll do it!
4. The Welsh boyo says he's working on it (a likely story).
5. You're right; it was in the February ish.
6. Ed says it's one of the 'oddities of publishing' – or was he describing himself? (I heard that! – Ed)
LM



HELP!

Dear Lloyd,
In your brilliant mag way don't you have a helpline. People can write in for help and other people could write in and help. Oh by the way do you like blue paper..No..well . . . OK. Also can you tell Rob H that the *Renegade III* cheat does not work. Stop the ** I hear you say. Now why I am writing in . . . er . . . let me think . . . ahh yes when your lot review why don't you give your own mark for the game? eg *Batman: The Movie*, Phil 99% Robin 97% Stu 98% Eet A. . . . no Yes isn't that good . . . no. Yes blah . . . blah**
Ian Shepard, Prescot Merseyside.

PS If you do have a help line. I need help on *Myth* (100%) level 2.

Thanks, Ian, for your coherent comments. If you need help I recommend calling the Samaritans.
LM

'TEL' US ANOTHER ONE!

Yo!,
How's my number one C64 mag? Still reviewing games in your extremely high standards? Good. Well, I just thought that I should put pen to paper once more, and tell you what's hip-hop-and-happ'nin down my end.

I'm extremely sad to break to you some disturbing news. 1. Terry's computer and video stores have now stopped selling 8-bit software, as, apparently all 8-bit computers are out of fashion, and 2. My house has been burgled!

Now, back to Terry's computer and video stores. The other day my friend DJ and I went to Terry's in Orpington, to see what latest games they had got. We entered the store, only to bump into a sign kindly saying, 'All 8-bit software ½ price. Mega clear out.'

Noticing the message we went straight to the counter and asked why they were selling all these games at unbelievable prices, only to have this unkind sentence rammed down our throats, 'Well, we're getting rid of all the 8-bit software, because all 8-bit computers are well out, and there won't be any more good software coming out for them in the 90s. Of course, we will only supply stuff for the 16-bit computers.' – what a cheek, aye!

With that we walked off with our noses held high up in the air, and looked at what games they had. They were selling *Ghouls 'N' Ghosts*, *Renegade 3*, and many other fairly recent releases at a fiver each! Are the 8-bit formats all 'OUT'? I don't think so! Not forgetting that Terry's also think that there won't be much software coming out in the 90s for the C64. Surely this can not be true? With *Vendetta*, *Nebulus 2*, and many other titles coming out in the 90s, why has Terry's taken this ridiculous view?!

Now, on another subject, on New Year's Day my house was burgled! My family and I had just come home from swimming, only to find that our front door had been locked from the inside! Eventually, after calling the police, we got inside our house to find all of our money gone, as well as the jewellery. Luckily I found that the thieving b*****rds had not touched my bedroom, although most of my good software was still there, some stuff had gone.

So, now my family and I are skint, and I just can not buy any more games, namely *Operation Thunderbolt*, *Hard Drivin'*, and *Retrograde*. How awful!

Well, now I've got that off my chest, I might as well include my top 10 software titles, based on the games I own. Here goes: 1. Chase HQ
2. Turbo Out Run
3. Batman: the Movie
4. Power Drift
5. Strider
6. Cabal
7. Batman: The Caped Crusader
8. APB
9. Operation Wolf
10. RoboCop

Now I've got to go! Keep up the radical reviewing. Bye for now.
Felix Black, Orpington BR6 8HU.

The 64 is obviously in excellent healt with a plentiful supply of quality software. If you ask me, it's Terry's who are 'out' – out of touch with the real world. Maybe they should stick to making chocolate oranges!

Sorry to hear about your unwelcome intruders, but at least they didn't take your 64 – they were obviously very stupid burglars!
LM

A ZZAP! FAN?

Dear Lloyd,
Several points:
1. *Turbo Out Run*. When ZZAP! reviewed this game, they only reviewed the disk version. The tape version has one of the slowest and oddest multiload systems I have ever encountered. This spoils an otherwise excellent game. Why can't ZZAP! review both disk and tape versions?
2. Scorelord. What a waste of space and time this is. I couldn't give a toss who got 500 million points on *Armalyte*, *Tetris*, *Batman*, or any game. Beside, do you have proof of these scores other than a 'witness'?
3. The ZZAP! Challenge. A good idea, but why isn't it monthly? Get rid of the Scorelord and substitute Challenge so these so called high scorers can prove their ability.
4. Diary of a Game. Brilliant. The best thing ZZAP! has ever done. I hope this feature will return.
5. The Charts. A couple of years ago, there was a good chart and also a Music chart but these have gone.
6. Why not have a monthly feature with a review of a golden oldie game? Say *Delta*, *Loco* and others from a few years back.
7. Advertisements. In your January 1990 Issue there were 29 full price page adverts. This is disgusting considering you increased your price by twenty five pence. Your magazine is also getting thinner with less pages than before.
8. Reviews. Very good. Although joint Amiga and C64 reviews are not a good idea. Why not just have an Amiga pullout and keep the rest of the magazine dedicated to the C64 like the good old days? Your magazine is jumping on the bandwagon by gradually squeezing the 64 out and promoting the Amiga. You promised years ago that ZZAP! would not be affected by the Amiga.
9. The Megatapes. Excellent. But why are they so few and far between? The last one was very good except my *Phobia* demo kept crashing three seconds into it.
10. Pig in a Poke. It is a waste of time as they very rarely work. Do your typesetters really make all these mistakes or are the pokes never tested before going to press?

On the whole, ZZAP! is very good but as with everything there is room for improvement. Lots of other people will probably disagree with me (including you) but that is the point of the Rrap.
Yours,
S French, Hull HU7 6AL.

1. Unfortunately at the time of review, we only had the disk version of the game. The cassette version has kept practically everything in except the map, but unfortunately that seems to have meant a slow multiload.
2. Scorelord is still immensely popular. As for phoney scores, we can't really ever have solid proof – even screenshots and printouts can be doctored, but we know that ZZAP! readers are totally honest.
3. We'll be doing a Challenge next month, and hopefully it'll be a regular feature from then on, depending on public response (and how many times Robin loses!).
4. If we can find a literate programmer there may well be another Diary.
5. The Charts are back and here to stay!
6. We cover a lot of old classics when they appear as rereleases in the Budget section.
7. Ed tells me the rise in price was due to increased paper costs. Ads help to pay for the mag, so the more ads we get, the more pages you get but only if you get a certain amount more. Pages are added to the magazine in sections, usually 16 pages, so quite a few extra ads are needed to justify an extra section.
8. The reviewers feel that there's a lot to be said for comparing different versions of the game, and the dual reviews save on valuable space.
9. Megatapes cost a lot of money to produce and inevitably increase the cover price.
10. Robin checks some of the tips, but he simply doesn't have the time to check all of them. Occasionally there are printing errors – corrections are printed as soon as possible.
LM

KICKING OFF THE RRAP

Dear Lloyd,
A quick cartoon for all the *Kick Off* freaks out there. Enjoy!
Paul Hayman, Dinas Powys CF6 4BY.

PS More drawing comps please!!!!



Dear Lloyd I have devised a small quiz for your readers to try.It will test their knowledge of computers from the past up to the present day and covers almost all types of games.I hope it will interest you as much as it did me when I created it!
Yours sincerely,
Stuart Hardy, Sheffield S31 8LZ.
PS I have written out some New Year Resolutions which I hope the ZZAP! team will consider:
The Rrap to be at least 4 pages long every month.
Robin Hogg or someone else (anyone else!) to resume the strategy section.
Free Amiga disks as well as C64 games to be distributed on ZZAP! covers and the subscriptions page.
Keep the price as low as possible - I know you'll do your best whatever happens.

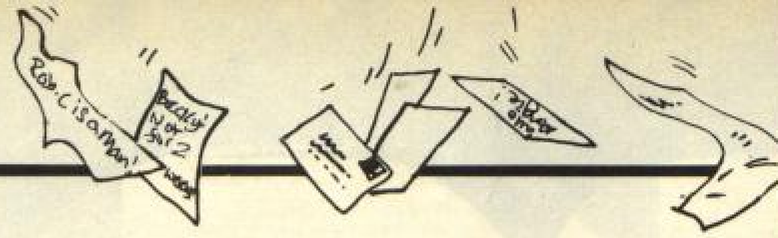
Computer Quiz

Round 1

Name the games which each of these advertising blurbs appeared:
1. The arcade sensation
2. Action and adventure all the way – Nile Style
3. The ultimate driving simulator
4. The game of the Gods
5. You can run but you can't hide from . . .
6. Beyond the nightmare of Delta
7. The classic board game. Now on computer . . .
8. It's a megablast!
9. A game so realistic it bites. Bite back . . . Play the game
10. The future of law enforcement
11. Shake Rattle Roll it.
12. The best thing since the real thing
13. An operational game of WW3
14. Put sunshine into your computer
15. Find strange and exciting new worlds . . . then blast them to pieces!
16. The man who won/lost
17. Cartoons' most elusive character has finally been trapped
18. Put stars into your eyes with . . .
19. From the arcades – a tigress
20. We're fit, we're alive . . . but we're not back home

Round 2

Answer the following questions:
1. Who is the first boxer faced on Fight Night?
2. Where is *Sky Runner* set?
3. What replaces destroyed cars in Supersprint?
4. The Sentinel absorbs all who he sees, but how many moves does it take him to turn 360°, a full circle?
5. Who were know as 'The Fire Brigade'?
6. *Rampage* had three monsters destroying famous cities, but what are their original names?
7. Who are the heroes of *Xybots*?
8. What is the name of the enemy fortress at the final level of *Beach Head*?
9. How many playing tactics are displayed on the original *Kick Off*?
10. Who is the evil villain of *Kentilla*?
11. MicroProse are famous for producing which type of games?
12. In the coin-op hit *Gauntlet* (and later it's sequel) what churned out the monsters?
13. Who is the Chinese hero in *Tiger Road*?
14 Ocean produced three games based on a top athlete. Who is he?
15. Name the ex-pilot who helped during the making of Lucasfilm's *Battlehawks 1942*.
16. What is the name of Ingrid's pet dog?
17. Which company produced several games with their James Bond and Star Wars licences?
18. Who is the hero of *The Sacred Armour Of Antiriad*?
19. What is the sequel to the successful *Delta*?
20. Who is the villain of *Impossible Mission* and its sequel?



Round 3

Match the characters on the left with the games on the right:

Agent 4125	Druid
Kommmandantur	Captain Blood
Lord Toff	Powerplay
Myamoto Usagi	Gauntlet
Ingrid	Fire Quest
Princess Marriana	Barry McQuigan's Boxing
Conroy	Joan of Arc
Captain Rower Pawstrong	The Great Escape
Sterner Regnix	Battle Tech
Atlas	Impossible Mission
Ugh	Gnome Ranger
Captain Falstaff	Laser Squad
Thyra	Rock n Wrestle
Cyruss T Grass	Barbarian
Izwal	Star Paws
Boom Boom Barnett	Nomad
Jason Youngblood	Samurai Warrior
Hasrinaxx	Speedball

Round 4

Unjumble these meaningless letters to produce the names of games:

TAAMNB
BHEYNLCRO
TSAL NJAIN
ODOLB EMYON
RYRSAAT
TAESRPINFD
OPLUUSOP
IAAZBTLRERL
GLOINLR DRUEHTN
ODNNEUG TRSEAM
SAITKCUTR GNMGAER
TLSNEI CVESIRE

Round 5

A three-part quiz. Match the game (left) with the company name (centre) and the ZZAP! score (right) for each of these games:

Firepower	Ocean	No Rating
International Karate	Encore	90%
Hellbent	SSI	87%
Dungeon Master	Microdeal	13%
Afterburner	Exxos	94%
Turbo Out Run	Capcom	7%
Battlehawks 1942	Imagine	55%
. . . Traz	Electric Dreams	98%
Stormbringer	Systems 3	20%
Purple Saturn Day	Telecomsoft	79%
Time Bandit	Novagen	36%
Cobra	Lucasfilm	97%
Salamander	MAD	17%
Wargame Construction Kit	US Gold	88%
Tiger Road	Activision	76%
Sentinel	Microillusions	91%
Karnov	Cascade	92%
Spitfire	FTL	92%

Wasn't that quiz easy? Well, no. But don't worry, I promise to print the answers next ish. In the meantime, thanks to everyone who sent letters – I never knew so many Nepalese goat herders read ZZAP! Keep writing: the address, as usual, is *Lloyd Mangram, ZZAP! Rrap, PO Box 10, Ludlow, Shropshire SY8 1DB.*
***** Mangram to printers, come in printers. This is the END of the Rrap. Over and out! *****

ARCA

The ATEI (Amusement Trades Exhibition International) held at Olympia in mid-January is the Mecca for all things to do with the arcades and entertainment. Video games, jukeboxes, pinball machines, one-armed bandits, you name it, it's probably at the ATEI show and on free play too. Not surprisingly the temptation proved too much and ROBIN HOGG rushed down to London to play the machines until the power was switched off.



Chase H.Q. holds its own in the arcades even now and is still a tough game nearly a year or so after its release. Now we see the turbocharged sequel with an even faster car and most importantly, guns!!!

Ray and Tone are back on the beat after a successful tour of duty in their Porsche and now they've been 'upgraded' to a Japanese sports car. The same basic rules as in *Chase* apply except this time you've got to hit the criminal vehicle with bullets rather than your car!! The exhilaration of racing along, flat out is still wonderfully strong in the sequel. Hitting the Nitro causes the twin exhausts to light up and boy, does the adrenalin run!

Taito have reworked the game so that you now have cars coming the *opposite* way (!), clifftop roads to roar around, and even trams and lorries rushing across the road. Watch out too for the run across the bridge with the waves crashing over the sides. Great!

The wanted criminal (usually a van) is revealed before the chase begins (this time by Karen – I figure Nancy nagged too much!) but what isn't revealed is the mass of other criminal vehicles protecting the big boss. On the first level you have to fight your way through motorbikers to get to the van and even then it takes a heck of a lot of damage before stopping (a 5-shot bazooka dropped by the S.C.I. chopper helps a lot). On level two the van is guarded by Porsche lookalikes; eventually you get to try and apprehend massive barrel dropping lorries (try being the appropriate word!).

The layered graphics move incredibly fast and the speech is a humourous parody of Starsky And Hutch. With simple but extremely well done gameplay I hope the Chase HQ series runs and runs. I won't say any more other than 'Play it! NOW!'



▲ Watch out for oncoming traffic in *Chase HQ II.*

SPECIAL CRIMINAL INVESTIGATION (Taito)

ADES

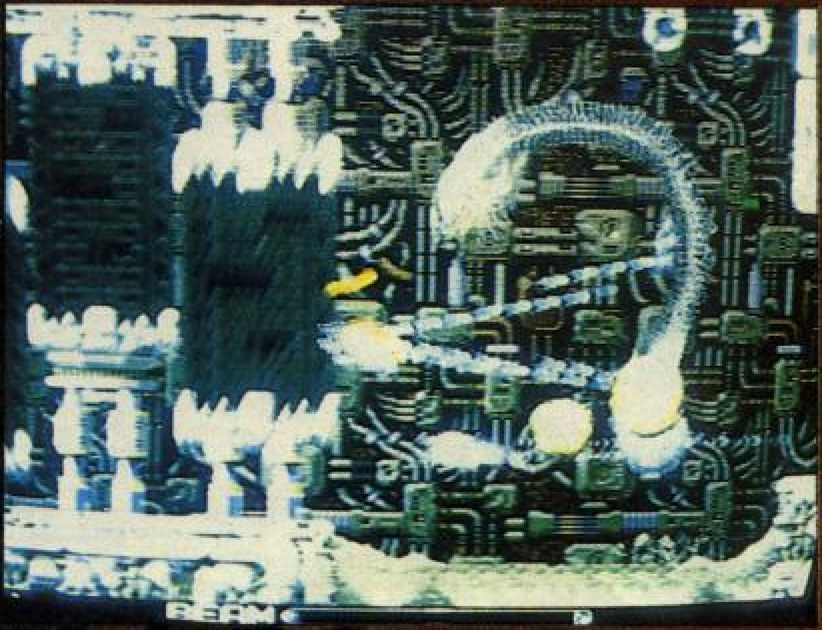
R-TYPE II (Irem)

Irem seem to be confusing everyone at the moment with a wave of *R-Type*-style games. First, there's the original *R-Type* now on the rerelease circuit, then there's the similar playing *Dragon Breed* and *X-Multiply*. Now (at last!) we have the official sequel – *R-Type II*.

Predictably enough, Irem have stayed close to the original format – their most successful to date. The attack patterns on the first few levels aren't too difficult to overcome and in places it's almost sedate. My first go took me right through to the end-of-level bad-die and past it with no worries at all!

The standard attack aliens are disappointingly average in terms of graphics as well, but otherwise presentation is very good. The end-of-level mothers still rank pretty high for graphic thrills and there's a host of neat touches throughout the game. A cavern half-filled with water, a cameo appearance by *R-Type I*'s famous red Alien, and a good intro all raise the standard.

Irem are marketing the sequel as an upgraded version of the original and that's about all it is. The alien graphics haven't been changed that much and the level layouts are suspiciously familiar. Sure there are a few new weapons but the gameplay remains the same, which I found disappointing. However, fans of *R-Type* will love it. Enough said.



▲ Irem's *R-Type II* shows off its firepower.

SHOW REPORT



KONAMI

On the spacious Konami stand many a *Teenage Mutant Hero Turtle* was to be seen rampaging around, hacking seven shades out of the Shredder's minions. A great coin-op which is best in four player mode.

Alongside this was the long-overdue licence of the film *Aliens* and *Gradius III*, the third in the *Gradius/Nemesis* series. I'm a great fan of the *Nemesis* series and looked forward to part three, but what I got for my freeplay time was a rather dull-looking horizontal shooter. The first level, an Egyptian world, has no backdrop to speak of and looks pretty dull even with some superb lone sprites flying around. The end-level crab-like alien proved rather unspectacular and the disappointments continued with the second level, set in a bubble world, with bubbles multiplying with each hit. I may well persevere with it because of the name and a nice Weapons Editor at the start, but *Gradius III* is a real anticlimax.

Aliens, on the other hand, is a well produced coin-op capturing the xenophobic slaughter feel of the film. The stars are the Vasquez and Hicks characters running around the mainly horizontally scrolling colony, complete with Atmosphere Processing Plant and ducts. It's a strong game with the emphasis well and truly on action. The aliens come thick and fast, ranging from alien slime with tentacles, traditional face-huggers, and half-eaten away colonists, to fully grown, winged aliens.

Complementing the left-to-right genocidal action is a novel 3-D driving section where an ATV roars through the Processing Plant to rescue Newt.

A well produced package, *Aliens* may be a late licence with dated ideas but the graphics are suitably gory. With aliens coming out of every nook and cranny the challenge should keep you playing for some time to come.

▼ Is that *R-Type II*? No, it's *X-Multiply times 2*.!



▶



▲ Guns and planes, just the sort of things Robin raves over in *Caliber .50* from Seta Corp.



▲ At least there's no ambulance strike in the *Street Smart* beat-'em-up.

ELECTROCOIN

The Electrocoin stand was present in full force with a lot of current Taito games like *Special Criminal Investigation* and a brand new motorbike simulation titled *MGP*.

MGP is none-too-easy to drive with a low viewpoint in relation to the other bikes and some wicked bends. There's some superb layered graphics for the roadside objects together with convincing graphics of other bikers. Best of all is the way you tilt round corners, the horizon reaching to the near-vertical as you lean into corners! All the thrills and spills of motorbike action without copying Barry Sheene!

Also on the stand were the mediocre Taito *Rambo III*, a great *RoboCop* pinball machine (I'll buy THAT for a dollar!), the three-player *Operation Thunderbolt* alternative *Beast Busters* from SNK, the next in the never-ending *Ikari Warriors* series called *Search And Rescue*, a good looking golf game *U.S. Classic*, the brilliant *Sagaia*, an adequate beat-'em up *Violence Fight*, and the long-awaited follow-up to *TX-1* by Tatsumi.

Titled *Round Up 5* (!) at first glance it looks much the same as *TX-1* with a three-monitor display, an ace stereo system, and the same style of gameplay (ie driving). But it's more of a *Chase HQ* with the emphasis on major ramming-off-the-road action. Masses of bike ridden by robots surround the criminal's car and it takes lots of ramming to get near the offender and by then you've got little more than five seconds left! If anything, it's far harder than *Chase HQ* but nowhere near as good looking. Oh, and the car you drive is (get this) a *yellow* Ferrari F-40!! I must say that's different!

Another sequel was Capcom's *1941 – The Counter Attack*. It's a case of new weapons and new backdrops (the North Atlantic amongst others) but no change to the dated gameplay. The other major Capcom game, *Final Fight* is equally original in ideas (vigilante goes round America bashing the living daylights out of hoods, punks, and weirdos) but it has smooth, fluent gameplay with original locations (a New York subway train being one of them). There's even an ace car-smashing bonus screen for the ultimate in automobile wrecking.

Of much more worthy note was the tentatively titled *Vapour Trail* from the *RoboCop* people, Data East. Pick from three types of plane and lift off for aerial slaughter of the major kind! Alright, so it's a *UN Squadron* going up the screen, but this one has some incredible graphics and end-level opponents to witness. On level one you start flying up the side of a half-built skyscraper to take on a futuristic flying fortress. As you climb, the speed of it all goes from fast to *extremely* fast – it's like a rocket ride!

Throughout the game helicopters, jump jets, and fighter bombers fly past, firing off missiles every which way while tanks and anti-aircraft guns throw out a hail of lead. But if you survive the assault you'll get to see some amazing effects. On level three you fly up a ICBM missile silo, pass the missile itself, and suddenly find it passing you by on its way towards your home country (complete with stage separation as it burns through the atmosphere!).

ATARI

As ever, the first sight you see upon entering the show is the Atari stand, this year with a measly two new coin-ops: *Klaxx* and *Badlands*. The latter is an updated version of the evergreen *Super Sprint* with one to three future cars roaring around a post-apocalyptic track, collecting spanners to 'buy' extra equipment. A dead cert for home computer conversion, *Badlands* is nicely presented with pleasantly simple gameplay but little new other than token extra weapons. Give me Leland's *Super Off Road* any day.

Klaxx however, is a whole new ball game altogether. *Tetris*, *Bloxheed*, and *Blockhole* among others testify to the current popularity of puzzle games. Atari's latest is this fiendishly addictive coin-op. It caters for one or two players (with head-to-head competitive action) and is simpler to understand than *Tetris*, but even harder to master.

Tiles of different colours 'clack' their way along different tracks towards the foreground where your paddle awaits to collect them and drop them into bins below. The objective is to eliminate the tiles from the bins by stacking three same colour tiles vertically, horizontally, or even diagonally. When stacked, the tiles conveniently disappear to give you some breathing space.

Simple . . . well, if only it was! The tiles gradually move faster with each new level, so less and less mistakes can be made and it all gets very hectic very quickly!! A brilliant idea that, to my mind, proves superior to *Tetris*. Thanks to Domark, home computer versions will be appearing eventually.

SEGA

Finally, and rather fittingly methinks, the former leaders of the field, Sega were clutching at several rather short straws this time round with little more than a sequel to *Shinobi*, titled *Shadow Dancer* to excite.

Dancer is definitely one of the best looking Ninja theme games with the warrior of the (silly) title seeking vengeance for his master's murder by fighting his way through 15 stages, each made up of four zones with oriental guardians to defeat. There's Ninja Magic to use, bombs to defuse, and even a white Ninja dog as a sidekick which is original. The gameplay is all very much in the *Shinobi* mould except it has some large, well detailed graphics and it's all twice as hard. Am I getting old before my time or is this game a real tough son of a gun? I hope the latter!!

Other than this all Sega could muster of note was the *Op Thunderbolt* rip-off *Line of Fire* with its nice graphics, shame about the gameplay and difficulty (or lack of it) as well as new software for the Sega Mega System. When's *Afterburner 2* coming over here, Sega?? And with that I bid you farewell and happy coin-opping!!

▼ *Astyanax* – medieval slice and dice from Jaleco. Make no bones about it it's not half bad.



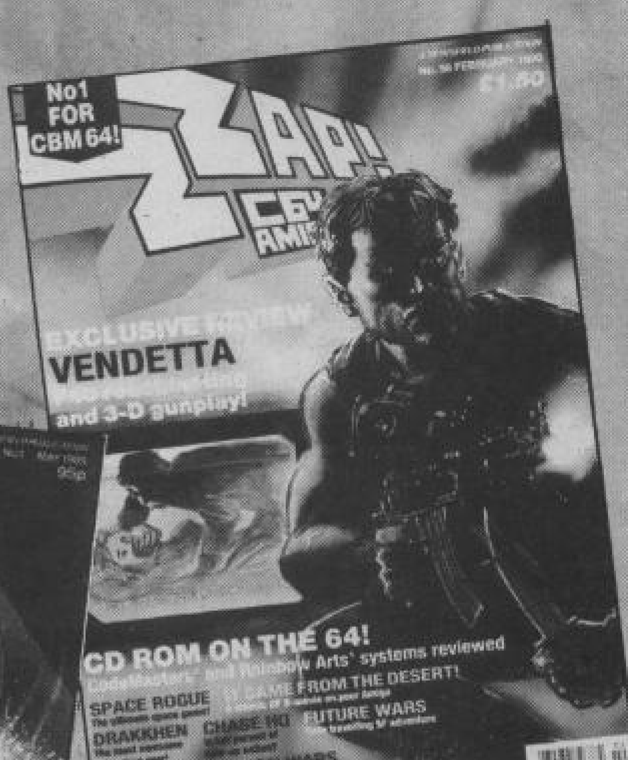
1985-1989:

THE ZZAP! BIBLE OF GAMES

In the beginning there was nothing (except Spectrums, but they don't count). But on the first day, the Lloyd spake, 'Let there be C64s!' and C64s there were. On the second day, he spake, 'Let there be games!' and games there were. But there were only a few rubbishy magazines to do reviews, so on the third day the Lloyd created ZZAP! (on subsequent days he rested and answered letters in the Rrap).

Now, almost five years on, the Lloyd has decreed that there must be a census of all software. But as he was too damn lazy to do it himself, he sent Philus Kingus up Mount Sinus to etch out the index of indexes on a piece of old ZZAP! toilet paper . . .

INDEX ISSUES 1-58





64 GAMES

TITLE PUBLISHER % **ISSUE** (PAGE)

PRESIDENT CEAUSES-STU SPEAKS TO HIS PEOPLE!

Have you a passionate opinion about ZZAP!? Do you know how to make the world's most happenin' magazine better? Or do you just want to win lots of free software? Whatever the case, there's no need to take to the waterlogged streets of Ludlow, chanting slogans against the Newsfield secret police. No, all you need to do is get out a pen and fill in the form below. We want to know what you really think of ZZAP!, so be truthful, honest and remember to include your address. The first two entries drawn out of a hat will win £50 software vouchers, while the next five get loadsa ZZAP! goodies like binders, T-shirts and *Le Clic* cameras! So get writing now, anyone caught abstaining from this great democratic exercise will be sent to Siberia — or even Wales!*

*Only kidding Welsh Tourist Authority! We love Wales and only wish Robin would stay there.

CUT OUT PAGE ✂

1. Are you: MALE ❑ FEMALE ❑

2. How old are you:......................

3. Are you:
❑ AT SCHOOL
❑ COLLEGE/UNIVERSITY
❑ WORKING FULL TIME
❑ WORKING PART TIME

4. If you work what is your occupation:..
❑ UNEMPLOYED
❑ OTHER — please state: ....

5. What is your weekly income:
❑ UP TO £5 ❑ £5-10 ❑ £10-30
❑ £30-100 ❑ £100-200 ❑ £200-PLUS

6. On average, how many other people read your copy of ZZAP!..............................

7. How do you get ZZAP!
❑ SUBSCRIPTION
❑ RESERVED OR DELIVERED BY NEWSAGENTS
❑ OFF THE SHELF AT NEWSAGENT
❑ OFF THE SHELF AT ANOTHER TYPE OF SHOP (state which type) ....

8. Which other magazines do you buy:
❑ ACE
❑ Commodore Computing International
❑ Commodore User
❑ Computer & Video Games
❑ The Games Machine
❑ The One
❑ Your Commodore
❑ Zero
OTHER (please specify) ....

9. Do you use your computer for anything other than playing games:
❑ YES ❑ NO
If yes please state other uses: ....
....

10. Do you intend to buy a new computer or games console in the next six months:
❑ YES ❑ NO
If yes please specify make and model.

11. On average how much do you spend on computer games every week:
❑ £2-5 ❑ £6-10 ❑ £11-15 ❑ £16-20
If more than £20 please specify:.............................

12. Which type of software do you usually buy:
❑ Budget ❑ Full-price

13. Of all the utilities and peripherals, you either own or would like to own, which three do you think are the most important:
....
....

14. Where do you usually buy your software:
❑ SPECIALIST COMPUTER STORE
❑ CHAINSTORE (WH SMITH, BOOTS ETC)
❑ MAIL ORDER

15. What is the major influence on your decision to buy a computer game:
❑ A REVIEW IN ZZAP!
❑ OTHER MAGAZINE REVIEWS
❑ ADVERTISING
❑ AUTHOR-PROGRAMMING TEAM
❑ PRODUCER ie SOFTWARE HOUSE
❑ PRICE
❑ PREVIEW OR OTHER EDITORIAL MENTION

16. What type of game do you enjoy playing (in order of preference: 1 = highest, 6 = lowest)?
........Adventures ....Simulations
........Arcade-Adventures ....RPG
........Shoot-'em-ups ....Strategy
OTHER (please specify) ....
....

17. Please award marks out of ten for each of the following features in ZZAP!
.........Advertisements ....Norman Nutz
.........Budget ....Previews
.........Challenge ....Preview Features
.........Charts ....Reviews
.........Competitions ....Rrap
.........Hotline Competitions ....Scorelord
.........Diary of a Game ....Strategy
.........Editorial ....Tips
.........News (The Word) ....Zzuperstore

18. Do you enjoy reading film/game tie-in features:
❑ YES ❑ NO

19. Please rate ZZAP!'s coverage of software out of ten:
.........News ....Previews ....Reviews

20. Do you like the review style?
❑ YES ❑ NO

21. Are the reviews detailed enough?
❑ YES ❑ NO

22. Are the reviews long enough?
❑ YES ❑ NO

23. Are there enough screenshots?
❑ YES ❑ NO

24. Are the comments detailed enough?
❑ YES ❑ NO

25. How often do you agree with the ratings?
❑ Always ❑ Usually
❑ Rarely ❑ Never

26. Do you used ZZAP! as a source of reference when buying software?
❑ Always ❑ Sometimes ❑ Never

27. Do you subscribe to Micronet/Compunet or any other interactive BB: ❑ YES ❑ NO

28. Which of the following do you object to seeing in ZZAP!?
❑ Amiga reviews ❑ Arcade coverage
❑ Compunet ❑ PBM

29. Would you prefer Amiga comments were separated from C64 comments? ❑ YES ❑ NO

30. Would you object to paying 50p extra for more pages? ❑ YES ❑ NO

31. Would you object to paying 50p extra for a cover cassette? ❑ YES ❑ NO

32. What would you like to see on cover cassettes (in order of preference, 1 = highest, 3 = lowest)?
................Playable demos
................Free games
................Compunet demos

33. Do you own a CD player? ❑ YES ❑ NO

34. Do you want more centrespread posters?
❑ YES ❑ NO

35. Are there any other areas of computer leisure you'd like to see more coverage on eg music, graphics etc Please state:.............................
....
....
....
....

36. Do you use ZZAP! as a source of reference when buying software:
❑ ALWAYS ❑ SOMETIMES ❑ NEVER

37. What are your favourite features in ZZAP!:
....
....
....

Now cut out this page (or a photocopy) and send it to: President Stu's Poll, ZZAP!, PO Box 10, Ludlow, Shropshire SY8 1DB. Get your democratic opinions to the politburo by March 30, for a chance to be heard, taken seriously and — most importantly — to WIN a prize!

Make sure we know where to send your prize, should you win — fill in your name and address below:

Name ....

Address..

.... Postcode..............................

Movie Monster US Gold/Epyx 75% **20** (138)
Mr Do US Gold 75% **6** (42)
Mr Heli Firebird 84% **54** (69)
Mr Mephisto Bug Byte 24% **13** (31)
Mr Weems & The She Vampires Piranha 19% **29** (14)
Mr Wino Silverbird 17% **42** (113)
Mugsy's Revenge Melbourne House 33% **13** (32)
MULE Ariolasoft 81% **2** (24)
Muncher, The Gremlin 71% **50** (37)
Munsters Again Again 44% **48** (23)
Murder On The Mississippi Activision 89% **16** (20)
Mutants Ocean 90% **23** (34)
Mysteries Of The Nile Firebird 58% **29** (100)
Myth System 3 94% **56** (14)

NATO Assault Course CRL 30% **44** (30)
Navy Moves Dinamic 62% **51** (14)
Nebulus Hewson 97% **32** (156)
Necromancer Americana 40% **17** (114)
Nemesis Konami 80% **25** (90)
Nemesis The Warlock Martech 72% **26** (15)
Nether Earth Grand Slam 15% **26** (19)
Netherworld Hewson 87% **41** (116)
Neuromancer Interplay/Electronic Arts 84% **64** (21)
Neutral Zone Americana 9% **15** (102)
New York City Americana 40% **15** (112)
NEXUS NEXUS 50% **16** (91)
Nick Faldo Plays The Open Argus Press Software 80% **5** (24)
Night On The Tiles Firebird 78% **30** (92)
Nightshade Firebird 54% **11** (24)
Night Walker Microclassic 40% **17** (108)
Nineteen Part One Cascade 70% **41** (118)
Ninja Entertainment USA 25% **19** (118)
Ninja Commando Zeppelin 69% **52** (57)
Ninja Hamster CRL 39% **34** (76)
Ninja Master Firebird 28% **17** (109)
Ninja Warriors Sales Curve/Virgin 79% **57** (67)
NOMAD Ocean 69% **19** (130)
Northstar Gremlin 77% **38** (19)
Nosferatu The Vampyre Piranha 88% **23** (28)
Nuclear Embargo Micropool 85% **21** (188)
Nutcraka Software Projects 22% **4** (34)

Ocean Conqueror Rack-It 21% **46** (90)
Octapolis English Software 86% **33** (28)
Octopolex Mastertronic 70% **50** (57)
Ogre Microprose/Origin 86% **33** (117)
Oh No! Firebird 80% **38** (93)
Oink! CRL 84% **28** (34)
Okinawa PSS 64% **35** (55)
Olli And Lissa Firebird 50% **23** (25)
Ollie's Follies Americana 70% **15** (104)
Ollo I & II Bug Byte 27% **16** (105)
On-Court Tennis Activision 80% **2** (22)
On-Court Tennis Firebird 75% **32** (138)
On Cue MAD 28% **31** (133)
On-Field Baseball Activision 73% **2** (35)
On-Field Football Activision 62% **2** (45)
On-Field Football Firebird 34% **27** (39)
One Bite Too Deep Reelax 9% **10** (92)
One Man And His Droid Mastertronic 81% **11** (38)
Oops! Big Apple 74% **40** (19)
Operation Hormuz Again Again 38% **47** (17)
Operation Swordfish British Software 19% **3** (70)
Operation Thunderbolt Ocean 92% **57** (14)
Operation Whirlwind Ariolasoft 76% **3** (36)
Operation Wolf Ocean 91% **45** (18)
Orpheus In The Underworld Alpha Omega 21% **20** (150)
Osmium Power House 33% **35** (99)
Outlaws Ultimate 35% **10** (24)
Out Of This World Ariolasoft 55% **34** (83)
Out On A Limb Anirog 36% **5** (82)
Out Run US Gold 68% **34** (87)
Overlander Elite 46% **44** (29)
Overrun! SSI 80% **51** (61)

Pac-Land Quicksilva 92% **37** (82)
Pacman US Gold 35% **4** (88)
Pacmania Grandslam 88% **45** (13)
Pandora Firebird 60% **38** (26)
Panther Mastertronic 73% **21** (182)
Panzer Grenadiers SSI 81% **39** (45)
Panzer Strike SSI 78% **44** (180)
Paperboy Elite 44% **22** (106)
Paperboy Encore 63% **54** (65)
Para Assault Course Zeppelin 67% **50** (57)
Paradroid Hewson 97% **7** (120)
Parallax Ocean 93% **18** (28)
Park Patrol Firebird 94% **22** (114)
Pasteman Pat Silverbird 19% **47** (62)
Pastfinder Activision 85% **1** (20)
Penetrator Melbourne House 56% **1** (49)
Pepsi Challenge Mad Mix Game US Gold 48% **44** (23)
Peter Beardsley International Football Grandslam 23% **44** (28)
Peter Pack Rat Silverbird 76% **47** (63)
Peter Shilton's Handball Maradona Argus Press Software 38% **23** (48)
Phantoms Of The Asteroid Mastertronic 73% **12** (26)
PHM Pegasus Electronic Arts 71% **33** (27)
Phobia Imageworks 92% **51** (11)
Pictionary Domark 68% **57** (71)
Pile Up Reaktor 53% **30** (95)
Pinball Construction Set Ariolasoft 94% **6** (28)
Ping Pong Imagine 66% **14** (23)
Pink Panther Gremlin 14% **43** (23)

Pirates! Microprose 68% **29** (26)
Pirates In Hyperspace Alternative 58% **32** (138)
Pirates Of The Barbary Coast Cascade 57% **30** (27)
πr2 Mind Games 84% **31** (26)
Pitfall II Firebird/Activision 60% **26** (35)
Pitstop II CBS 89% **2** (42)
Pitstop II Kixx 96% **55 (49)**
Plasmatron CRL 55% **28** (32)
Platoon Ocean 94% **34** (*)
Pneumatic Hammers Firebird 58% **23** (99)
POD Mastertronic 84% **25** (86)
Point X Powersoft 51% **35** (91)
Poker Duckworth 68% **3** (79)
Pole Position US Gold 70% **1** (52)
Poltergeist Code Masters 66% **40** (87)
Pool of Radiance SSI/US Gold 80% **44** (127)
Popeye Macmillan 78% **15** (18)
Portal Activision N/A **23** (44)
Power At Sea Electronic Arts 69% **37** (23)
Power Drift Activision 94% **55** (68)
Powerplay Arcana 95% **18** (20)
Powerplay Players 92% **44** (92)
Powerplay Hockey Electronic Arts 50% **47** (16)
Power Pyramids Grandslam 18% **44** (24)
Predator Activision 90% **35** (92)
President Is Missing Cosmi/Microprose 83% **41** (120)
Prodigy Electric Dreams 40% **24** (32)
Professional BMX Simulator Code Masters 76% **37** (77)
Pro Golf Atlantis 24% **39** (69)
Prohibition Infogrames 49% **30** (20)
Project Firestart Dynamix/Electronic Arts 91% **51** (12)
Project Stealth Fighter Microprose 96% **35** (24)
Pro Skateboard Simulator Code Masters 79% **44** (49)
Pro Ski Simulator Code Masters 73% **44** (42)
Pro Snooker Simulator Code Masters 63% **41** (107)
Prowler Mastertronic 49% **37** (92)
PSI 5 US Gold/Accolade 88% **13** (20)
Psi-Droid Zeppelin 60% **44** (44)
Psycastria Audiogenic 20% **22** (80)
Psycho Pigs UXB US Gold 60% **42** (20)
Psycho Soldier Imagine 57% **34** (17)
Pub Games Alligata 59% **20** (164)
Pulse Warrior Mastertronic 78% **44** (48)
Purple Heart CRL 58% **44** (20)
Pyramid Of Time Firebird 78% **31** (134)

Quake Minus One Monolith 65% **11** (41)
Quartet Activision 15% **28** (103)
Quasimodo US Gold 76% **2** (90)
Quedex Thalamus 92% **31** (130)
Questron II SSI 81% **40** (46)

Race Against Time Code Masters 30% **44** (24)
Racing Destruction Set Ariolasoft 95% **6** (20)
Rack-Em Accolade/Electronic Arts 74% **46** (27)
Radius Players 49% **33** (179)
Raging Beast Firebird 89% **15** (106)
Raid 2000 Mirrorsoft 56% **23** (106)
Rainbow Dragon Firebird 41% **33** (178)
Rainbow Islands Firebird 92% **53** (10)
Raise The Titanic Electric Dreams 88% **14** (26)
Rally Cross Sim Code Masters 80% **53** (58)
Rambo Hit Squad 96% **53** (58)
Rambo Ocean 65% **10** (23)
Rambo III Ocean 47% **46** (26)
Rampage Activision 62% **33** (180)
Rampage Hit Squad 59% **56** (35)
Ramparts GO! 48% **34** (82)
Ranarama Hewson 87% **25** (18)
Raskel Budgie 80% **6** (38)
Rastan Saga Imagine 42% **35** (21)
Rasterscan Mastertronic 67% **28** (91)
Rats, The Hodder And Stoughton 79% **7** (98)
Real Ghostbusters, The Activision 67% **50** (41)
Realm Firebird 34% **29** (27)
Realm Of The Trolls Rainbow Arts/US Gold 60% **49** (77)
Rebel Virgin 61% **29** (17)
Re-Bounder Gremlin Graphics 90% **29** (12)
Red Heat Ocean 65% **53** (71)
Red LED Starlight 93% **30** (18)
Red Max Code Masters 36% **20** (32)
Red Storm Rising Microprose 86% **43** (15)
Renegade Imagine 90% **31** (11)
Renegade III – The Final Chapter Ocean 90% **49** (18)
Repton III Superior Software 49% **23** (23)
Rescue On Fractalus Activision 91% **5** (100)
Rescue On Fractalus Mastertronic 82% **54** (66)
Retrograde Thalamus 94% **57** (8)
Return Of The Jedi Domark 61% **46** (22)
Return Of The Space Warrior Alpha Omega 80% **15** (108)
Revenge Of Doh Imagine 89% **37** (20)
Revenge Of The Mutant Camels II MAD 90% **30** (112)
Revs Firebird 96% **10** (32)
Revs + Firebird 83% **28** (88)
Richard Petty's Talladega Audiogenic 69% **2** (38)
Rick Dangerous Firebird 73% **52** (12)
Ricochet Silverbird 86% **42** (114)
Rimrunner Palace 56% **37** (80)
Risk Leisure Genius 61% **45** (34)
Risk The Edge 90% **33** (184)
River Raid Firebird 70% **26** (83)
Roadblasters US Gold 59% **41** (22)
Road Runner US Gold 74% **29** (10)
Road Warrior CRL 13% **38** (26)
Road Wars Melbourne House 19% **39** (26)
Robin Of The Wood Odin 92% **9** (48)

Robobolt Alpha Omega 3% **20** (150)
Robocop Ocean 89% **47** (69)
Rocket Ranger Mirrorsoft 95% **47** (24)
Rockford MAD X 31% **37** (90)
Rockford's Riot Monolith 82% **3** (28)
Rock 'N' Bolt Activision 61% **1** (22)
Rock 'N' Bolt Ricochet 89% **47** (64)
Rock 'N' Wrestle Melbourne House 53% **12** (37)
Rock Star Ate My Hamster Code Masters Gold 50% **50** (33)
Rocky Horror Show, The CRL 43% **4** (72)
Rogue Mastertronic 10% **41** (111)
Rogue Trooper Piranha 69% **27** (94)
Roland's Rat Race Ocean 71% **3** (32)
Rollaround Mastertronic 82% **36** (100)
Rolling Thunder US Gold 76% **37** (78)
Romulus Quicksilva 27% **26** (89)
Room Ten CRL 15% **19** (136)
Roy of the Rovers Gremlin 18% **45** (14)
R-Type Electric Dreams 72% **47** (73)
Running Man, The Grandslam 44% **53** (70)
Run The Gauntlet Ocean 80% **49** (17)
Rupert And The Ice Palace Quicksilva 55% **8** (32)
Rupert And The Toymaker's Party Quicksilva 71% **5** [illegible]
Russia SSG 91% **32** (59)
Rygar US Gold 57% **33** (183)

Sabotage Zeppelin Games 23% **37** (91)
Saboteur Durell 75% **16** (23)
Saboteur Encore 68% **42** (112)
Saboteur II Encore 52% **52** (58)
Sabre Wulf Firebird 40% **7** (54)
Sacred Armour Of Antiriad, The Palace Software 93% **20** (34)
Sacred Armour of Antiriad, The Silverbird 91% **44** (91)
Sailing Activision 80% **25** (96)
Salamander Imagine 94% **41** (24)
Samantha Fox Strip Poker Martech 16% **16** (99)
Samurai Trilogy Gremlin Graphics 29% **27** (107)
Samurai Warrior Firebird 91% **37** (13)
Sanxion Rack-It 88% **42** (113)
Sanxion Thalamus 93% **19** (122)
Saucer Attack Ariolasoft 30% **7** (56)
Savage Firebird 72% **44** (25)
Scalextric Leisure Genius 78% **9** (50)
Scarabaeus Ariolasoft 96% **8** (8)
Scary Monsters Firebird 46% **31** (27)
Schizofrenia Quicksilva 50% **8** (92)
Scooby Doo Elite 42% **22** (120)
Scorpion Rack-It 56% **44** (43)
Scorpius Silverbird 71% **42** (111)
Scout Mastertronic 48% **38** (94)
Scrabble De Luxe Leisure Genius/Virgin N/A **32** (154)
Scrolls Of Abadon Americana 28% **15** (109)
Scruples Leisure Genius/Virgin 41% **35** (84)
Scuba Kidz Silverbird 66% **42** (110)
Scumball Bulldog 79% **36** (99)
SDI Activision 84% **47** (21)
Seaside Special Task Set 61% **1** (33)
Second City, The Novagen 95% **17** (32)
Secret Of Kandar Power House 41% **26** (30)
Sentinel Americana 93% **15** (114)
Sentinel, The Firebird N/A **20** (22)
Serve and Volley Accolade/Electronic Arts 71% **45** (26)
Shackled US Gold 23% [illegible]
Shades Durell 37% [illegible]
Shadowfire Beyond [illegible]
Shadow Skimmer [illegible]
Shamus Americana [illegible]
Shao-Lin's Road The Edge [illegible]
Shard Of Spring SSI 88% **29** [illegible]
Shark Players Premier 48% **58** (27)
Shinobi Virgin 86% **54** (17)
Shockway Rider FTL 86% **25** (30)
Shockway Rider Rack-It 75% **44** (92)
Shogun Virgin 71% **16** (26)
Shoot Em Up Alligata 46% **6** (24)
Shoot 'Em Up Construction Kit Outlaw N/A **32** (28)
Short Circuit Ocean 49% **24** (35)
Side Arms GO! 61% **35** (88)
Sidewalk Infogrames 67% **35** (86)
Sigma Seven Durell 70% **22** (105)
Silent Service US Gold/Microprose 88% **13** (82)
Silkworm Random Access/Sales Curve 91% **49** (70)
Sim City Infogrames 76% **58** (11)
Sinbad and The Throne of The Falcon Mirrorsoft 80% **43** (111)
Skateball Ubi Soft 45% **54** (14)
Skate Crazy Gremlin 86% **39** (20)
Skate Or Die Electronic Arts 92% **33** (160)
Skate Rock Bubble Bus 66% **23** (26)
Skooldaze Microsphere 78% **9** [illegible]
Skyfox Ariolasoft 91% **5** (40)
Skyfox II Electronic Arts 67% [illegible]
Skyjet Mastertronic 78% **2** [illegible]
Sky Runner Cascade 58% **22** [illegible]
Sky Twice American Action [illegible]
Slaine Martech 45% **35** [illegible]
Slamball Americana 96% **15** (116)
Slap Fight Imagine 80% **28** (90)
Slayer Rack-It 90% **44** (45)
Slimey's Mine Silverbird 94% **41** (109)
Snap Dragon Bubble Bus 14% **29** (96)
Snare Thalamus 88% **57** (7)
Snooker & Pool Gremlin Graphics 29% **36** (99)

Software Star Addictive 43% **1** (43)
Soko-Ban Mirrorsoft 81% **36** (20)
Soldier Of Fortune Graftgold/Firebird 66% **43** (18)
Soldier Of Light Ace 61% **47** (86)
Soldier Of Light RAD 64% **55** (51)
Soldier One American Action 35% **20** (144)
Solo Flight Plus US Gold/Microprose 85% **15** (32)
Solomon's Key US Gold 86% **31** (14)
Sorceror Lord PSS 8[illegible]% **38** (40)
SOS Mastertronic 59% **25** (101)
Southern Belle Hewson 88% **15** (42)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Space Harrier Elite 45% **22** (108)
Space Pilot II Anirog 30% **10** (87)
Space Rogue Origin/Mindscape 97% **58** (8)
Special Agent Firebird 63% **31** (134)
Speedball Imageworks 90% **50** (30)
Speed King Digital Integration 88% **6** (114)
Speedzone Mastertronic 10% **49** (87)
Spellbound MAD 9[illegible]% **14** (30)
Spell Seeker Bug Byte 47% **28** (18)
Spelunker Ariolasoft [illegible]9% **2** (110)
Spiky Harold Firebird [illegible]8% **18** (25)
Spindizzy Electric Dreams 98% **14** (108)
Spitfire Encore 55% **56** (35)
Spitfire 40 Alternative 58% **58** (28)
Spitfire 40 Mirrorsoft 33% **3** (34)
Spitting Image Domark 39% **47** (77)
Split Personalities Domark 93% **17** (116)
Spooked Players Premier 67% **58** (28)
Spooks Mastertronic 70% **3** (108)
Spore Bulldog 97% **33** (178)
Sport Of Kings MAD 61% **27** (26)
Spy Hunter US Gold 87% **1** (40)
Spy Vs Spy II Beyond 92% **6** (112)
Spy's Demise/Spy Strikes Back Electric Dreams 10% **8** (22)
Starfox/Fire One CBS 22% **2** (36)
Starforce Nova Mastertronic 52% **30** (111)
Starfox Reaktor 82% **31** (24)
Starglider Rainbird 68% **22** (26)
Starion Melbourne House 45% **10** (90)
Star Paws Alternative 93% **46** (93)
Star Paws Software Projects 90% **29** (107)
Starquake Bubble Bus 93% **14** (18)
Star Raiders II Electric Dreams 58% **26** (28)
Star Ray Logotron 60% **47** (82)
Starship Andromeda Ariolasoft 52% **12** (32)
Star Soldier Quicksilva 40% **23** (107)
Star Trek Firebird 81% **45** (25)
Star Wars Domark 70% **33** (182)
Star Wars Droids MAD 36% **40** (88)
Stealth Ariolasoft 56% **7** (16)
Stealth Mission Sublogic 89% **37** (11)
Steel Rack-It 82% **47** (61)
Steve Davis Snooker CDS 79% **7** (99)
Stifflip & Co Palace Software 70% **28** (39)
Stop The Express Commodore 66% **4** (104)
Storm Mastertronic 32% **22** (33)
Storm Across Europe SSI 94% **51** (60)
Stormbringer MAD 70% **39** (69)
Stormlord Hewson 80% **51** (15)
Strangeloop Virgin 86% **3** (74)
Stratton CRL 38% **36** (24)
Street Cred Boxing Players Premier **51** (28)
Street Fighter Go! 36% **40** (28)
Street Fighter Kixx 47% **58** (28)
Street Gang Players 30% **44** (43)
Street Hassle Melbourne House 80% **32** (14)
Street Machine Software Invasion 17% **23** (36)
Street Sports Baseball US Gold/Epyx 82% **29** (94)
Street Sports Soccer Epyx 75% **43** (110)
Street Surfer Entertainment USA 29% **20** (161)
Strider US Gold 42% **57** (74)
Strike! MAD 8% **27** (19)
Strike Fleet Electronic Arts 96% **36** (86)
Strike Force Cobra Piranha 68% **20** (143)
Strike Force Harrier Mirrorsoft 68% **19** (138)
Stringer Addictive Games 42% **3** (36)
Stunt Bike Simulator Silverbird 40% **42** (110)
Sub Battle Simulator Epyx 24% **35** (91)
Subterranea Rack-It 74% **38** (91)
Summer Games II US Gold 97% **5** (16)
Summer Olympiad Tynesoft 87% **42** (24)
Sunburst Rack-It 67% **32** (138)
Sun Star CRL 56% **25** (37)
Superbowl Ocean 90% **13** (34)
Superbowl Ocean 80% **27** (40)
Super Cup Football Rack-It 67% **43** (130)
Super Cycle US Gold/Epyx 95% **18** (112)
Super Dragon Slayer Code Masters 67% **44** (33)
Super G-Man Code Masters 23% **34** (92)
Super Hero Code Masters 43% **47** (64)
Super Huey [illegible] 87% **1** (48)
Super Huey II US Gold/Cosmi 89% **21** (26)
Superman Tynesoft 39% **47** (82)
Super Pipeline II Task Set 88% **2** (28)
Super Scramble Simulator Gremlin 38% **52** (12)
Supersports Gremlin 76% **47** (27)

Super Sprint Electric Dreams 58% **32** (19)
Superstar Ice Hockey Databyte 85% **33** [illegible]
Superstar Ping Pong US Gold 85% **16** (31)
Super Stuntman Code Masters 21% **47** (62)
Super Sunday Nexus 92% **27** (37)
Super Trolley Mastertronic 17% **40** (88)
Supertrux Elite 57% **48** (16)
Super Zaxxon US Gold 57% **6** (23)
Surf Champ New Concepts 30% **22** (119)
Survivors Atlantis 79% **33** (179)
Swamp Fever Players 54% **30** (112)
Sword Slayer Players 46% **41** (106)
Sydney Affair Infogrames 57% **27** (87)

Tag Team Wrestling US Gold 25% **27** (26)
Tai Pan Ocean 64% **31** (26)
Tangent Micro Selection 61% **39** (69)
Tanium Players 39% **37** (89)
Tank Attack CDS 80% **52** (39)
Target Renegade Imagine 84% **38** (22)
Tarzan Martech 50% **22** (73)
Task III Databyte 77% **36** (24)
Taskmaster Creative Sparks' Sparklers 77% **3** (64)
Tau Ceti CRL 93% **16** (18)
Tau Ceti Mastertronic 93% **43** (128)
Technocop Gremlin 17% **47** (31)
Tenth Frame US Gold/Access 85% **22** (130)
Terminator Power House 17% **25** (84)
Terra Cognita Code Masters 39% **23** (101)
Terra Cresta Imagine 56% **22** (121)
Terrafighter Zeppelin 63% **47** (62)
Terramex Grand Slam 31% **37** (72)
Terror Of The Deep Mirrorsoft 60% **23** (103)
Terrorpods Psygnosis/Melbourne House 22% **45** (19)
Terry's Big Adventure Shades 82% **56** (17)
Test Drive Electronic Arts 46% **35** (86)
Tetris Mastertronic 98% **50** (56)
Tetris Mirrorsoft 94% **33** (30)
Thai Boxing Anco 55% **24** (105)
Theatre Europe PSS 94% **2** (18)
They Stole A Million Ariolasoft 90% **22** (116)
Thing Bounces Back Gremlin Graphics 86% **28** (20)
Thing On A Spring Gremlin Graphics 93% **4** (18)
Through The Trap Door Piranha 44% **34** (25)
Thrust Firebird 94% **13** (16)
Thrust II Firebird 59% **39** (68)
Thunderbirds Firebird 77% **9** (22)
Thunderbirds Grandslam 86% **54** (10)
Thunderblade US Gold 69% **46** (16)
Thunderbolt Code Masters 52% **29** (100)
Thundercats Elite 74% **32** (144)
Thunderchopper Actionsoft 83% **33** (21)
Thundercross CRL 16% **36** (25)
Tiger Mission Kele Line 51% **23** (105)
Tiger Road Capcom 73% **47** (85)
Tigers In The Snow US Gold/SSI 82% **13** (80)
Time Trax Argus Press Software 80% **16** (103)
Time Fighter CRL 12% **37** (73)
Times Of Lore Origin/Microprose 80% **46** (13)
Time Tunnel US Gold 49% **12** (18)
Tim Love's Cricket Peaksoft 58% **1** (44)
Tir Na Nog Gargoyle Games 87% **1** (80)
Titan Titus 39% **50** (78)
TKO Accolade/Electronic Arts 56% **47** (16)
Toad Force Players 83% **30** (110)
Tobruk PSS 70% **34** (51)
To Hell and Back CRL 59% **40** (82)
Tomahawk Digital Integration 74% **23** (104)
Tom And Jerry Magic Bytes 43% **53** (74)
Toobin' Tengen 75% **58** (76)
Topfuel Challenge US Gold 13% **37** (30)
Top Gun Hit Squad 61%**56** (35)
Topper The Copper English Software 68% **8** (20)
Total Eclipse Incentive 94% **46** (14)
Touchdown Football Ariolasoft 47% **16** (24)
Touchdown Football Ariolasoft 45% **27** (39)
Tour De France Activision 78% **6** (116)
Track & Field Konami 61% **33** (14)
Tracker Rainbird 41% **23** (20)
Tracksuit Manager Goliath Games 89% **42** (26)
Trailblazer Gremlin Graphics 93% **20** (172)
Train: Escape from Normandy Electronic Arts 87% **36** (12)
Train Robbers Firebird 90% **38** (92)
Trans-Atlantic Balloon Challenge Virgin 23% **29** (101)
Transformers Activision 40% **24** (114)
Trantor GO! 55% **33** (182)
Trap Alligata 82% **17** (23)
Trapdoor Piranha 89% **20** (30)
Traz Cascade 87% **36** (18)
Traz Gamebusters 93% **42** (112)
Trigger Happy CRL 9% **39** (26)
Trivial Fruit Pirate Software 88% **33** (179)
Trivial Pursuit Domark 91% **19** (144)
Trivial Pursuit – A New Beginning Domark 83% **45** (20)
Trivia UK Anirog 62% **7** (33)
Trojan Warrior Silverbird 74% **42** (111)
Troll Outlaw 62% **37** (19)
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Tubular Bells Nu Wave 44% **16** (92)
Tunnel Vision Rack-It 48% **31** (133)
Turbo Esprit Encore 9% **87** (87)
Turbo Out Run US Gold 97%**56** (8)
Tusker System 3 90% **54** (12)
Twin Tornado Doctor Soft 85% **28** (100)
Two On Two Basketball Activision 73% **18** (35)
Typhoon Imagine 79% **41** (15)

Uchi Mata Martech 89% **20** (21)
UCM MAD 40% **37** (90)
UFO Firebird 19% **27** (89)
Underwurlde Firebird 69% **9** (18)
Untouchables, The Ocean 96% **55** (76)
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Uridium Rack-It 79% **42** (112)

V Ocean 40% **14** (24)
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Vendetta System 3 93% **58** (16)
Vengeance CRL 53% **34** (71)
Venom Strikes Back Gremlin 70% **38** (79)
Video Meanies Mastertronic 71% **28** (26)
Video Poker Entertainment USA 11% **17** (111)
Vietnam US Gold/SSI 92% **19** (44)
Vigilante US Gold 54% **55** (18)
Vikings, The Kele Line 55% **22** (36)
Vindicator Imagine 64% **42** (14)
Vixen Martech 44% **40** (75)
Void Runner Mastertronic/Llamasoft 85% **24** (26)
Vortron Budgie 71% **6** (24)

Wanderer Elite 16% **48** (29)
War Martech 44% **18** (106)
Wargame Construction Kit SSI 79% **41** (57)
Warhawk Firebird 80% **17** (40)
War In Middle Earth Melbourne House 69% **48** (66)
Warrior II NEXUS 88% **21** (176)
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WEC Le Mans Imagine 40% **47** (33)
Werner Ariolasoft 10% **25** (32)
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Wheelies Micro Selection Plus 39% **38** (91)
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Who Dares Wins II Alligata 90% **8** (128)
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World Games Kixx 96% **43** (129)
World Games US Gold/Epyx 98% **19** (20)
World Series Baseball Hit Squad 78% **55** (51)
World Series Baseball Imagine 87% **2** (108)
World Tour Golf Electronic Arts 55% **35** (31)

X-15 Alpha Mission Activision 46% **32** (154)
Xeno A 'N' F 30% **22** (126)
Xenon Melbourne House 70% **50** (29)
Xenon Ranger Power House 17% **26** (31)
Xenophobe MicroStyle 68% **56** (16)
Xevious US Gold 21% **22** (107)
Xor Logotron 61% **33** (33)
Xybots Tengen/Domark 27% **54** (22)

Yabba Dabba Doo Quicksilva 60% **11** (26)
Yes Prime Minister Mosaic Publishing 38% **32** (22)
Yie Ar Kung-Fu Imagine 68% **12** (24)
Yie Ar Kung-Fu II Imagine 75% **21** (181)
Yogi Bear Piranha 61% **32** (22)

Z Rino 88% **8** (30)
Zak McKracken Lucasfilm/US Gold 93% **47** (70)
Zamzara Rack-It 91% **47** (63)
Zenji Firebird/Activision 91% **26** (14)
Zig Zag Mirrorsoft 92% **32** (142)
Zip Power House 16% **35** (101)
Zoids Martech 96% **12** (20)
Zolyx Firebird 90% **26** (18)
Zone Ranger Firebird 80% **24** (23)
Zorro US Gold 78% **10** (38)
Zub MAD 38% **23** (114)
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FREESCAPE GOES GOTHIC

If there's only seven types of game in the world, Incentive can at least claim credit for one of them. The Freescape system supplied the company not only with state-of-the-art 3-D graphics, but also a unique puzzle/adventure style which has won award after award. *Castle Master* is the latest Freescape game, to be released by Domark as an 'Action Adventure'. Stuart Wynne spoke to Managing Director Ian Andrews about it. But first the game scenario, cue lightning and banshee wails . . .

Castle Master is set in 16th century England. You play either a Prince or a Princess whose twin has disappeared. Rumours suggest the twin is being held in the haunted Castle Eternity. According to scriptures anyone who stays there for a year and a day is turned into a ghost.

One year after the kidnapping of your twin you stand outside the castle, with just 24 hours to free him (or her). The castle moat is filled with sharks, the drawbridge is up and lightning is flashing overhead . . .

When did work begin on *Castle Master*?

About April time, I think. I came up with the basic outline, a rough sketch of the setting and the programming techniques involved. I liked *Total Eclipse* and I wanted to improve the sense of atmosphere even more. To this end, we're using sprites for mountains in the distance, for lightning flashes, and so on.

The outline might have been done in as little as week, but it was based on ideas and thoughts which had been building up for a while. Once I had the outline we did a feasibility study, spending a couple of weeks experimenting with the coding.

Do you have the game puzzles all worked out in advance, like a whodunnit writer with a rigid plot?

No, not at all. It's just a rough idea, or rather several different ideas, which develop as programming goes on. All the versions are developed simultaneously, 8-bit versions on a PC and 16-bit on the Amiga. The C64 version is being written by my brother, Chris, while the Amiga game is the hands of Paul Gregory who also did 16-bit *Dark Side* and *Total Eclipse*. The graphics have been done by Mike Salmon, using a 3-D editor developed by Sean Ellis.



Are the ghosts going to be sprites?

No, they will be solid 3-D. I can't say exactly how many are going to be about, because it's part of the game that you must find them all. But there will be more than twenty. Some will be out in the open, but many will be hidden. Opening a chest might trigger one, for example, and you'll only have a few moments to hit it.

If you don't kill all the ghosts, you won't be able to get past the guardian who watches over your twin's cell. And if you're slow killing them their combined power will raise the spirit level until the portcullis is sent crashing down, sealing you in the castle forever.

Are there going to be any differences between the C64 and Amiga versions?

Yes, obviously the Amiga has more memory and is faster, so there's going to be some more rooms and a bit more action. But the C64 will have more puzzles: where the Amiga owner might need to do some fast shooting to get through a room, the C64 owner will have a puzzle instead.

What advances are there over *Total Eclipse*?

Besides the use of sprites, there's a bigger screen and even a subtly different game depending on whether you're playing the Prince or the Princess. We've also substantially improved the player's interface with the game. So while you might say the player's right hand holds a catapult to fire at the ghosts, his left hand can be used for general actions. In one room you might use it to throw a switch, in another examine an object. In the library for example, there might be a book which you can 'open'. When this happens the 3-D picture disappears and a sentence appears – a cryptic clue to help you. We're having these 'translated' into old English by Mel Croucher, who's also doing the 24-page booklet.

Have you been able to make the game more complicated because of the cryptic clues?

Yeah, things are much more logical. Rather than trying everything aimlessly with the cubes and pyramids in the earlier games, here objects are much more recognizable. The castle's pretty big, there's four towers, a courtyard, kitchen, bedrooms, a keep, library, underground tunnels and caverns, even a laundry room.

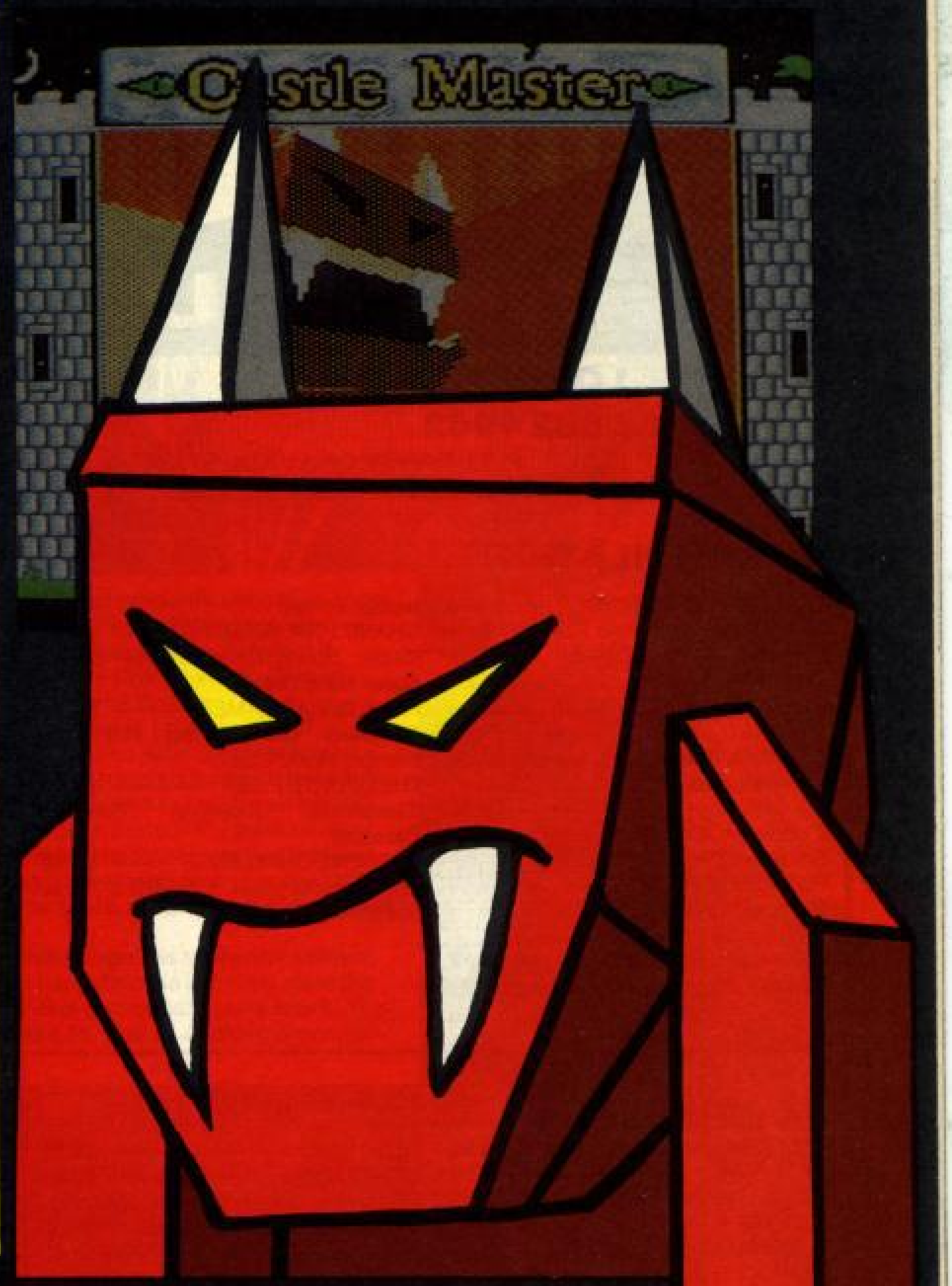
Have the actual Freescape routines been improved?

Oh, yes. You're always learning how to do things better, upgrading the system. I should think about 50% of the routines were rewritten.

The Freescape routine takes up about 20-25K, which is a lot, with the rest of the memory taken up by data. Included in that is sound FX, with banshee wails and cries for help, plus the music. Teque are producing a 4-5 minute soundtrack for us.

Do you see yourselves always being so committed to the Freescape system?





We firmly believe the future is in 3-D. As more powerful machines appear we'll be able to get much faster and more realistic 3-D. I don't know whether we'll always call our routines Freescape, but we're certainly committed to 3-D.

Have you been tempted to do a game like *Carrier Command*?

No, there's so many simulators on the Amiga. We don't want to be part of a crowd, nor do we want get into licence-based games. We've got a good niche market: no-one does games like us. I think 'action-adventure' is a good label and we're going to be introducing more action with each game, while preserving the unique puzzle/adventure format.

When did Incentive begin?

About six-and-a-half years ago with a game called *Splat*, a novel arcade/maze game. After that we might have been the first company to bring out an official coin-op conversion, *Moon Cresta*, at that time everyone was just copying the coin-ops and changing the title.

In 1985 we did the *Graphic Adventure Creator* and produced some adventures with it. Then came the idea to do a game with first-person perspective solid 3-D. We went to quite a few programmers but everyone said it was impossible. By then Chris had joined the company. He'd read Computing and Engineering at Bath University and was willing to have a go himself. While he developed the Freescape routines, I came up with the game design. The result was *Driller*.

Will you be continuing to write for the C64?

Certainly. Our next game will appear on it and as long as there's a market there we'll be producing for it. But I don't think we'll actually be publishing any more games ourselves. There's so much involved. After MicroProse handled 16-bit *Dark Side* and *Total Eclipse*, we made a deal with Domark for *Castle Master*. Whether or not we do more for them has yet to be decided.

Do you think *Castle Master* is your best game?

Definitely. Of course, I would say that but this takes all our lessons from the earlier games and is much better. Besides tighter programming and a stronger atmosphere, we've added quite a few innovations which I think take Freescape forward.



Castle Master will be available on April 5th for the C64 (£9.99 cassette, £14.99 disk) and Amiga (£19.99).

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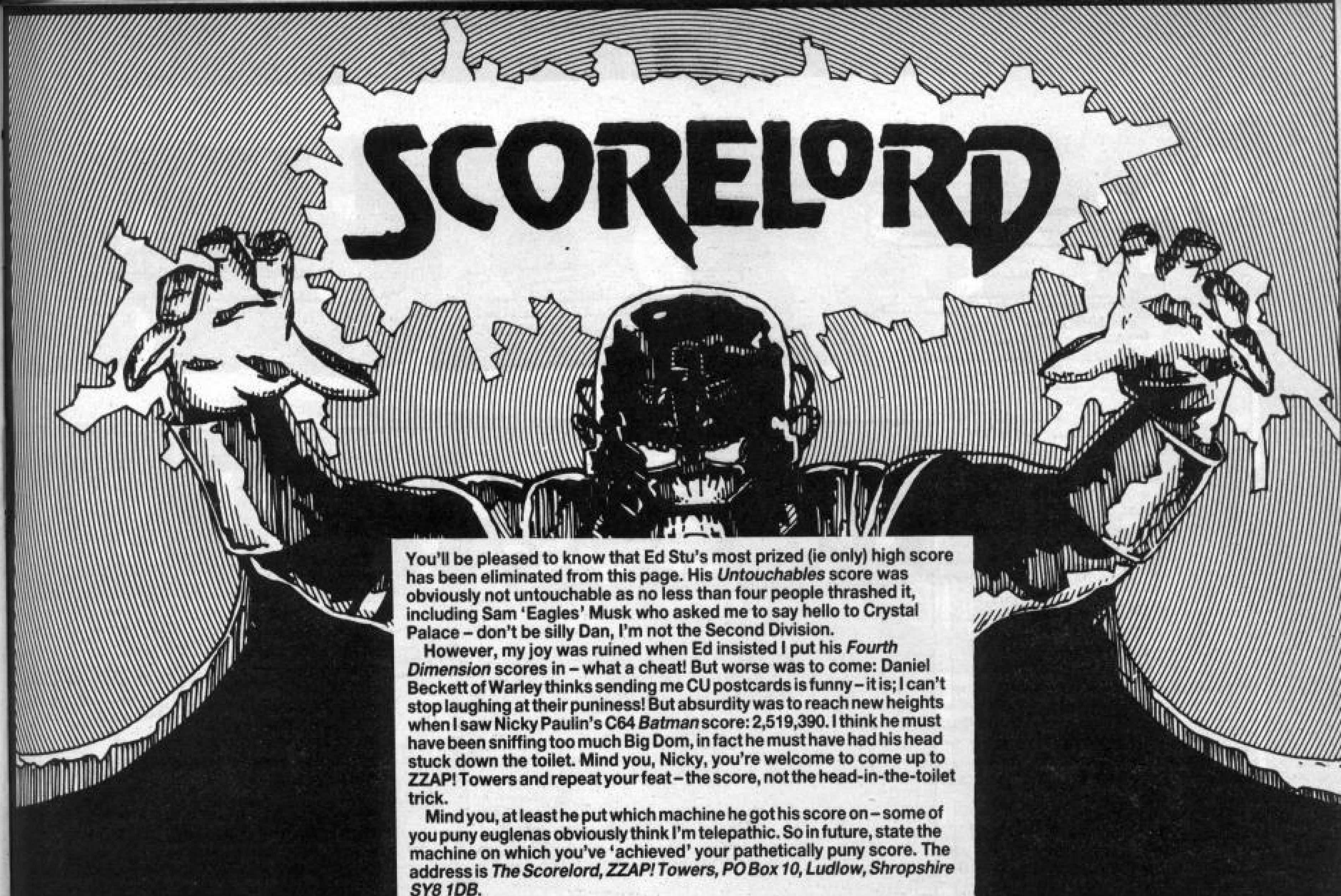
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SCORELORD



You'll be pleased to know that Ed Stu's most prized (ie only) high score has been eliminated from this page. His *Untouchables* score was obviously not untouchable as no less than four people thrashed it, including Sam 'Eagles' Musk who asked me to say hello to Crystal Palace – don't be silly Dan, I'm not the Second Division.

However, my joy was ruined when Ed insisted I put his *Fourth Dimension* scores in – what a cheat! But worse was to come: Daniel Beckett of Warley thinks sending me CU postcards is funny – it is; I can't stop laughing at their puniness! But absurdity was to reach new heights when I saw Nicky Paulin's C64 *Batman* score: 2,519,390. I think he must have been sniffing too much Big Dom, in fact he must have had his head stuck down the toilet. Mind you, Nicky, you're welcome to come up to ZZAP! Towers and repeat your feat – the score, not the head-in-the-toilet trick.

Mind you, at least he put which machine he got his score on – some of you puny euglenas obviously think I'm telepathic. So in future, state the machine on which you've 'achieved' your pathetically puny score. The address is *The Scorelord, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

4TH DIMENSION (Hewson)

Cyberdyne Warrior
17,835 Phil King, ZZAP! Towers
15,125 Stuart Wynne, ZZAP! Towers
14,925 Rob H, ZZAP! Towers

Head The Ball
33,660 Rob H, ZZAP! Towers
29,220 Phil King, ZZAP! Towers
26,550 Stuart Wynne, ZZAP! Towers

Mission Impossibubble
82,500 Stuart Wynne, ZZAP! Towers
57,000 Rob H, ZZAP! Towers
53,000 Phil King, ZZAP! Towers

Insects In Space
44,980 Rob H, ZZAP! Towers
34,730 Stuart Wynne, ZZAP! Towers
18,690 Phil King, ZZAP! Towers

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids

(Amiga)
70,000 (Day 14) Jamie Aldron, Maselton, Swansea
60,200 Christian Madsen, Denmark
52,245 (Day 10) Marcus Taylor, Poole, Dorset

BARBARIAN II (Palace)
350,560 Mirko Lorenzetti, Gorla Maggiore, Italy
337,450 Greg Macdonald, Glasgow
314,000 Paul 'Pablo' Blom, Nieuwegein, Holland

BATMAN: THE MOVIE (Ocean)
1,478,470 Niall Hatch, Killiney, Co Dublin
925,760 Crispin Batstone, Elmesthorpe, Leics
910,400 R Egan, Nuneaton, Warwickshire

(Amiga)
534,128 (Completed) Jamie Aldron, Manselton, Swansea
456,560 (Completed) Markus Termonen, Punkaharju, Finland
424,800 John Farrow, Barrowford, Lancs

BATTLE SQUADRON (Electronic Zoo) (Amiga)
2,144,875 Jimmy Gustafsson, Sweden
1,750,400 Steve packer, Chelmsford, Essex
1,235,200 Chris Toon, Melbourne, Derbyshire

BLOOD MONEY (Psygnosis) (Amiga)
340,000 (Completed – Again!) C Hall, Houghton-le-Spring, Tyne and Wear
150,650 Christian Madsen, Denmark
129,650 Sai Ming Wong, Alderley Edge, Cheshire

BUBBLE BOBBLE (Firebird)
9,384,260 Ian Moglan, Somewhere
8,693,110 Phil Hutchinson, Heage, Derbyshire
8,692,430 Richard Pembridge, Wirral, Merseyside

BUGGY BOY (Elite)
152,360 Ian Moglan, Somewhere
149,930 Shane McElroy, Newry, N Ireland
149,640 Robert Pascoe, Truro, Cornwall

(Amiga)
151,930 Laurenço Castro, Northolt, Middx
93,070 John Farrow, Barrowfield, Lancs

CHASE HQ (Ocean)
10,104,089 (Completed) Craig Dilon, Scotland
4,965,610 Sam 'Eagles' Musk, Beaconsfield, Bucks
4,774,410 Rob H, ZZAP! Towers

(Amiga)
7,240,560 (Completed) Casey Gallacher, Reading
1,742,460 Daniel Besser, Bletchley, Bucks

CITADEL (Electric Dreams)
1,445,479 (Completed 12 times!) Björn Halen, Helsinki, Finland
1,237,750 Mark Clements, Kettering, Northants
745,920 Andrew Roberts, St Helens, Liverpool

CYBERNOID (Hewson)
276,400 Dean 'SJT' James, West Bromwich, W Mids
238,430 Donovan James, West Bromwich, West Midlands
209,025 Mirko Lorenzetti, Gorla Maggiore, Italy

DARK SIDE (Incentive)
6,520,420 (Completed) Martin Lear, Shelley, W Yorks
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland

DENARIS (US Gold/Rainbow Arts)
1,253,510 (Completed) Katamati and Ookrio, Heston, Middx
1,205,814 (Completed) Stephen (BLASTER) Blidgeon, Wythenshawe, Manchester
851,030 Bret 'Cool' Crossley, Rothwell, Leeds

DOGS OF WAR (Elite) (Amiga)
341,900 (Completed) Jimmy Gustafsson, Mjolby, Sweden
249,500 (Completed) Raoul V Ooteghem, Roermond, Holland
157,150 (Completed) Guiseppe Lamers, Roermond, Holland

FIRST STRIKE (Elite) (Amiga)
168,800 Mikael Johannesen, Hvidovre, Denmark
163,000 P Alexander, Lincoln
73,300 Rob H, ZZAP! Towers

GHOULS 'N' GHOSTS (US Gold)
4,039,450 Mark Williams and Bryn Lawlor, Middlezoy, Somerset
2,005,850 Declán Guinan, Tallaghy, Dublin

HARD DRIVIN' (Tengen/Domark) (Amiga)
70,576 (Time – 1:37.99) Andrew Rowley, Billericay, Essex
30,280 (2:08) Rob H, ZZAP! Towers

HAWKEYE (Thalamus)
5,625,380 David McKenzie, Dennistoun, Glasgow
3,010,200 Johnny 'Well 'Ard' Smith, Bath, Avon
2,695,550 Zap Treeby, Brixham, Devon

INTERNATIONAL KARATE + (System 3)
588,000 Ste Markey, Bootle, Merseyside
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs

(Amiga)
124,500 John Farrow, Barrowford, Lancs
115,000 John de Vugt Roosendaal, Holland
95,700 Daniel Besser, Bletchley, Milton Keynes

KICK OFF (Anco) (Amiga)
Brazil: 36pts, 1st – Paul Taylor, Billericay
England: 42pts, 1st – Matthew Thomas, Wellingborough
Holland: 42pts, 1st – Matthew Thomas, Wellingborough
Italy: 40pts, 1st – Matthew Thomas, Wellingborough
Russia: 42pts, 1st – Stephen Kennett; Matthew Thomas, Wellingborough
W Germany: 29pts, 1st – Phil King, ZZAP! Towers

NEW ZEALAND STORY (Ocean)
Completed (513,100) Nicky Paulin, Torrington, Devon
Completed (378,600) Dean 'SJT' James, West Bromwich, W Mids
Completed (362,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

(Amiga)
Level 5-3 (422,516) Ged Keaveney, Shelley, W Yorks
Level 5-3 (389,436) R Pembridge, Upton, Merseyside
Level 5-2 (466,912) Marcus Taylor, Poole, Dorset

NINJA WARRIORS (Virgin) (Amiga)
120,600 Marcos 'The Muke' Simpson, Northwood, Middx
107,450 Roboninja Hogg, ZZAP! Towers

OPERATION THUNDERBOLT (Amiga)
2,856,800 (Completed) Casey Gallacher, Reading
748,000 Philip Songhurst, Lewes, E Sussex
483,200 Daniel Besser, Bletchley, Bucks

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
242,764 Phil King, ZZAP! Towers
152,700 Rob H, ZZAP! Towers

PHOBIA (Mirrorsoft)
266,400 (Completed) Peter Hills, Gravesend, Kent

245,750 Gaspart Arnaud, Huldenberg, Belgium
163,800 Neale Willis, Long Eaton, Notts

POWER DRIFT (Activision)
881,900 Johnny 'Well 'Ard' Smith, Bath, Avon
879,980 King Pooch, Chippenham, Wilts
870,100 Anthony Squires, Ossett, W Yorks

(Amiga)
1,969,393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1,485,938 Philip 'Jeronimo' Leith, Aberdeen
1,112,912 Phil King, ZZAP! Towers

QUEDEX (Thalamus)
1,023 Mr Anonymous, Anonyville
1,010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds

RETROGRADE (Thalamus)
861,290 (Completed) Peter Hills, Gravesend, Kent
260,457 Kevin Bowley, Barfield, Barnsley
255,760 Gary Cole, Swanley, Kent

RICK DANGEROUS (Firebird)
257,300 (Completed) Casey Gallacher, Reading

(Amiga)
744,550 (Completed) Casey Gallacher, Reading

R-TYPE (Electric Dreams) (Amiga)
259,900 (Completed) Andrew Rowley, Billericay, Essex
248,300 (Completed) Lee Ellershaw, Blackpool
184,700 Marcus Taylor, Poole, Dorset

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
3,427 Richard 'I love Basildon' Archibald, Basildon
2,926 Karl Green, Acklam, Cleveland

SILKWORM (Virgin)
1,590,300 Stephen Blidgeon, Wythenshawe, Manchester
1,288,900 Christian Björkman, Nykarleby, Finland
1,072,600 Gaspart Arnaud, Belgium

(Amiga)
1,138,200 Neil Head, Stourbridge, W Mids
1,061,200 Paul Castro, Northolt, Middx
359,300 (Completed) Steve Packer, Chelmsford, Essex

STRIDER (Capcom) (Amiga)
1,077,500 Rafe Ball, Acton, London
302,900 (Completed five times) Julio Riesco, Pensby, Merseyside
124,900 Marcus Taylor, Poole, Dorset

SWITCHBLADE (Gremlin) (Amiga)
133,090 Jimmy Gustafsson, Sweden

TEST DRIVE 2 (Accolade) 235,300 (Completed) Mike Vine, Dagenham, Essex

(Amiga)
392,432 (Completed) Matt Heaton, Berkhamsted, Herts
247,382 (Completed) Christer Sundin, Kungalv, Sweden
236,931 (Completed) TECH, Kristiansund, Norway

TURBO OUT RUN (US Gold)
16,310,000 Rob 'Road' Hogg, ZZAP! Towers
13,015,160 Declan Guinan, Tallaghy, Dublin
12,372,810 (Completed) Ian Coath, Edmonton, London

(Amiga)
48,669,257 Steven Bates, Askett, Bucks
22,343,833 Kieron Roland, Telscombe Cliffs, E Sussex
16,823,468 Steve Packer, Chelmsford, Essex

THE UNTOUCHABLES (Ocean)
87,305 Neal Todd, Warminster, Wilts
85,200 (Completed) Karl Green, Acklam, Middlesbrough
83,040 Paul 'Shoot 'em all' Butterworth, Newton Heath, Manchester

ZYNAPS (Hewson)
1,137,000 Aziz Twambley, Bramhall, Cheshire
1,093,200 Michael Collins, Castle Rea, Co Roscommo
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Massive 5-page Strategy Special! Phobia, Project Firestart, Test Drive II, Archipelagos, Blood Money, Millenium 2.2, Wicked, FOFT! Powerdrome poster!

No 52 Aug 1989
Batmania! Free Bat poster! Psygnosis Special! Reviewed: Citadel, Rick Dangerous, 3D Pool, American Club Sports, Navy Moves, Baal, Deja Vu II, Journey, Zork Zero, Waterloo, Tank Attack, Astaroth, Vindicators, Time Scanner, The Newzealand Story, Wayne Gretzky's Hockey, Microprose Soccer, Gunship, Hawkeye, Xybots

No 53 Sep 1989
Fresh from the Ocean - Ocean in high gear for Xmas release period! Reviewed: The New Zealand Story, Rainbow Islands, Gemini Wings, Inner Space, Hostages, Grand Prix Circuit, The Champ, Personal Nightmare, Demon's Winter, Curse of the Azure Bonds, Breach, Fire Brigade, Laser Squad, Indiana Jones, Licence to Kill, The Running Man, Red Heat, Kult, Tom & Jerry, A Garfield Winter's Tail, Fiendish Freddy's Big Top of Fun, Savage, Phobia, Dominator

No 54 Oct 1989
Interview with Power Drift programmer Chris Butler! Randy's Tips Extravaganza! Test Flight - Falcon vs F-16 Combat Pilot! Reviewed: First Strike, Thunderbirds, Tusker, Skate Ball, Team Sports, Shinobi, APB, Xybots, Aaargh!, Paperboy, Jack The Nipper, Ghosts 'n' Goblins, Masters of the

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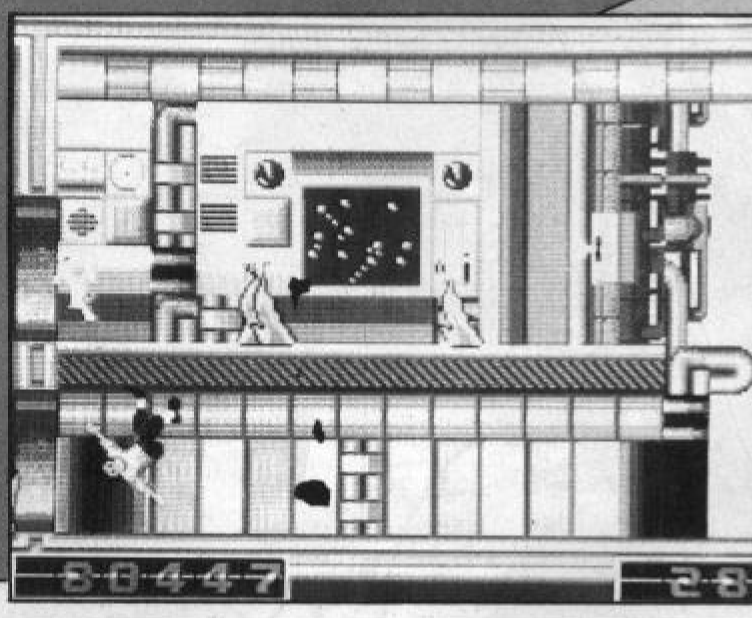
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Universe, Rescue on Fractalus, Mr. Hell, Xenon 2, Buffalo Bill's Wild West Rodeo Show, Omni-Play Basketball, Strider, Sleeping Gods Lie

No 55 Nov 1989
Pedal to the metal! – an interview with *Turbo Out Run* programmers Probe Software! Phil's joystick round-up! Free *Tusker* poster!
Reviewed: Batman: The Movie, Indy: The Action Game, Continental Circus, Vigilante, Firepower, Star Trek: The Promethean Prophecy, Cosmic Pirate, Pitstop II, Wizball, Crystal Castles, Kendo Warrior, Soldier Of Light, World Series Baseball, Power Drift, RVF Honda, 3D Pool, Pro Tennis Tour, Beach Volley, Untouchables

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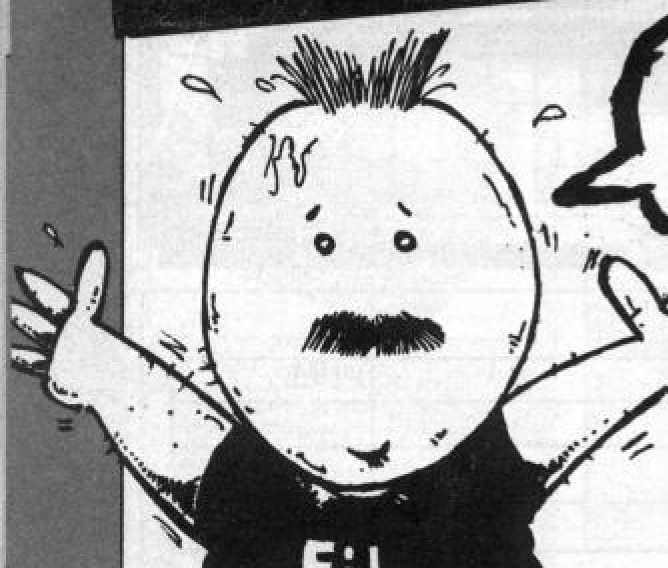
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BUGGY BOY
Encore, £2.99 (Rerelease)

Splashed over this game's inlay is the proud boast 'ZZAP! Gold Medal Winner' and fortunately time has done little to diminish the appeal of this fun road racer. What helps make it so enjoyable are more flags than even the UN could dream of. Practically a forest of the things cover the road, which is more than welcome since driving over them wins points. Collect the ones shown on the top right of the screen and you get a big bonus, as you do if you run into a football! But there's also plenty of obstacles, including boulders, trees, narrow bridges, steep banks, and tunnels. Some obstacles leave gaps so narrow you'll need to go onto two wheels to get through!

For the long straights press fire to go into high gear; use low gear when you're dropped back onto the track after a nasty crash. As in the original Tatsumi coin-op the five courses can be attempted in any order and should you finish one then all you get is a high score for that track – your score isn't carried over to the next course. Background graphics range from desert to arctic, and while there isn't any difference in handling, there's no multiload either. Course layout varies considerably, with an onscreen map showing your progress along suitably twisted roads. All the tracks – except Offroad, where you must do laps – are divided into sections, with a time limit for each. Extra time gates give a little help in beating the clock, but the only way to finish a course is by sheer driving ability.

While game variety is a little lacking by comparison with modern software, this is still a first class game. The temptation to go after all the point bonuses adds a great deal to the standard racing action, while the overall presentation of the game is great. The road graphics move quickly and smoothly, the buggy is beautifully drawn and animated, while plenty of coin-op jingles create a great arcade feel. If you didn't get this the first time aound, or on one of the compilations it's appeared on, you've got to get it now. An all-time classic C64 coin-op conversion which shouldn't be missed.

OVERALL 90%





NEUTRALIZOR
E&J, £2.99

The Nebulax Trilogy is not, in fact, the latest SF epic but rather a group of three planets rich in vital minerals. You're commander of the group and, well, things have not been going well. Truth to tell, it's been a bit of a disaster. All three planets have been occupied by enemy ships which have planted lethal radiation pods. When the pods explode, bang go the planets. So strapping on your jetpack and grabbing a laser gun you set off to save the Federation – and your career!

Once you begin jetting about you may recognise your surroundings as vaguely suggestive of numerous sideways-scrolling shoot-'em-ups. There's plenty of bobbing obstacles and kamikaze fighters to be shot or dodged, plus the three bullet-spitting radiation pods. Get all three pods and you're teleported to the next planet to repeat the process. At the top of the screen the three planets are represented with radiation meters showing how near they are to blowing up. On higher skill levels you'll need to teleport between them – by pressing 'space' – to reduce radiation by blowing up some of the pods.

A novel touch is provided by your energy levels, here represented by a temperature gauge. If this reaches either the maximum or minimums of the scale then you lose one of five lives. On the icy Glaciax, cold is most likely to kill you: taking hits and flying low drain energy, so climb to keep warm.

Presentation is helped by being able to choose from five skill levels, from Duffer to Master, as well as choosing low, normal, or high gravity and inertia. On the negative side, this means you can complete the game fairly easily, but higher skill levels seem to have more aliens. Another plus point are the fast and attractive graphics, as well as the useful sound FX.

To sum up, *Neutralizor* is yet another horizontally scrolling shoot-'em-up which lacks graphical variety with just three planets. But both presentation and programming are good, while gameplay is very enjoyable to begin with at least.

OVERALL 68%

COMBAT SCHOOL
The Hit Squad, £2.99 (Rerelease)

After winning a Silver Medal for their efforts in *Hypersports*, two of Konami's top athletes have entered *Combat School* for the test of their lives. Joystick waggling is raised to a fine art here, married to some superb, multiloaded events.

The first test is the assault course. The screen is split in two for simultaneous two-player action. Joystick waggling gets your man running along, but to clear the walls you need to press fire at just the right moment to execute a graceful leap. There's also some monkey bars to climb along just before the finish line.

Beat the time limit and you're sent to the firing range. 35 of the pop up targets must be hit to get through to the next level. Once again two-players can take part at the same time.

It's back to bashing the joystick for the third event: the gruelling, vertically scrolling iron man round. Your man is propelled by frantic joystick waggling, but there's plenty of objects to be avoided and jumped over.

Back at the firing range the targets are robot tanks which move *very* fast. If you beat it you have an arm wrestle with either player two (if he's still in the game) or your instructor. Simple joystick waggling determines the winner. But win or lose, you go on to the final target range, with more pop-up targets to hit. Watch out though: some of the targets are booby-trapped – freezing your cursor if you hit them. The final event is a hand-to-hand battle with your instructor. If you beat him, then there's a secret mission where all your new skills will be much needed.

Miss qualifying on any of the events by a small margin and you get a chance to continue if you can do a set number of joystick waggling chin-ups. So needless to say a sturdy joystick is needed for this great game. But there's so much more to the game than mindless waggling that it should appeal to absolutely anyone with a C64. A great conversion, and an excellent game, this is an essential purchase.

OVERALL 93%





STREET HASSLE
Mastertronic +, £2.99 (Rerelease)



Even Mastertronic are jumping on the rerelease bandwagon this month, with this bizarre game released in '87 by sister company Melbourne House. The game's hero – if that's the right word – is a superhero who wears nothing more than some striking yellow Y-fronts and booties. Looking like a wrestler gone mad he walks the horizontally scrolling streets of Melbourne attacking everyone he sees. Blind men with white sticks, handbag armed grannies, gorillas, and vicious dogs: all come in for a beating from the 'hero'. His combat moves are limited, but change from level to level and include such unique actions as the 'ear twister' and 'nut crusher'!

The graphics are big, colourful, and hilarious with some okay backgrounds. Sound FX are adequate, and overall this is a good, if repetitive beat-'em-up with an incredible scenario. The icing on the cake is a weird shoot-'em-up to play while the game loads.

OVERA'.L 68%

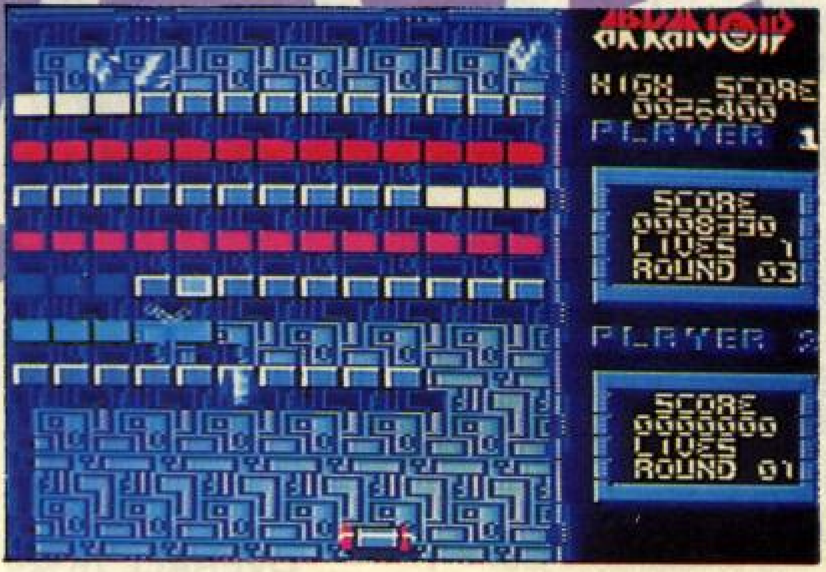
ARKANOID
The Hit Squad, £2.99 (Rerelease)

This 1986 coin-op showed Taito taking one of the most ancient video games – *Breakout* – and applying all that famous Japanese genius to produce a massive hit. The basic gameplay is simple: you control a bat at the bottom of the screen and must stop the bouncing ball from getting past you – losing you a life. To get on to the next level you must destroy all the bricks on the screen by hitting them with the ball. Most bricks require only a single hit; some need more though. Occasionally capsules are released which, if caught, can double the width of the bat, slow down the ball, split the ball into three, give you an extra life, arm the bat with a laser to blast the bricks, or even allow you to catch the ball so you can fire it upwards at just the right place. There's also a very useful capsule which allows you to straight to the next screen.

Another Japanese innovation is the intricate, often fiendishly cunning way the bricks are organized. On some levels bricks you need to destroy are partially protected by indestructible walls. All in all each screen provides a completely new challenge, providing much more variety than you'd expect of the game-type. And then there's the aliens which float about. These can't harm your bat, but if the ball hits them it flies off at an unpredictable angle – often with lethal results!

Back in 1987, C64 *Arkanoid* was welcomed with an 80% mark and 'a magnificent conversion' comment. Two years later the graphics still look excellent, accurately recreating the look of the coin-op. As long as you haven't got sick of the game-type by playing a rip-off version, you should find the gameplay as irresistible as when it first came out. The only slight problem is joystick control, which isn't perfect for this type of game. Still, practice makes perfect, and there's a great GEOS mouse option.

OVERALL 80%



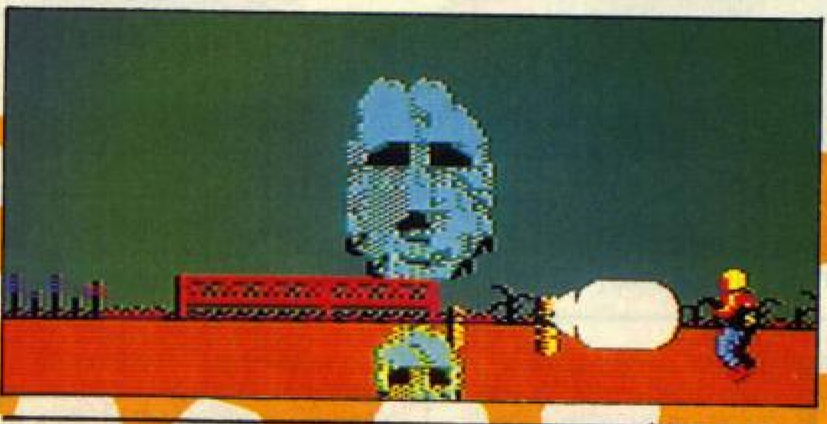
PREDATOR
The Hit Squad, £2.99 (Rerelease)

Arnold Schwarzenegger is by far the most popular movie star for 'pixellation' and *Predator* is one of the best of his films. Arnie and his team are down in South America on a covert 'search and rescue' mission. After locating an enemy base, and reducing it to ruins, the team are forced to retreat into the jungle and at this point they face a near invincible alien hunter, the Predator, who's about to engage in a little blood sport.

Predator begins well with a looped demo of the alien's arrival but immediately after this the game hits a long multiload system which may well seem wasteful when you see how simple the first level is. Things get a little more complex towards the end of the game as weapons prove useless against the Predator, and at this point a little thought is required. Despite only four levels and relatively simple action it's very professionally done with great scrolling, highly atmospheric graphics and some superb sound effects. A good movie tie-in.

OVERALL 85%





SPACE HARRIER
Encore, £2.99 (Rerelease)

The Sega game which began the company's obsession with hydraulics and ultra-fast 3-D was thought to be impossible to convert. Chris *Power Drift* Butler was the programmer brave enough to try and prove the pessimists wrong.

The game's scenario and structure are relatively simple. A veteran space hero has been deposited in Dragon land with just a laser gun to defend himself as countless baddies come zooming over the horizon. At the end of each level there's a swirling dragon to beat.

Initially you have a time limit, reduced by hitting things. When time is exhausted you have a number of lives to lose before it's 'game over'. Such generosity is needed as each of the twelve levels is heavily populated with extremely fast moving aliens and ground objects. The graphics are in fact quite good, with nice variety but there's no option to ride the dragon – as in the coin-op – and the action soon becomes repetitive.

OVERALL 47%

SUPERSPRINT
The Hit Squad, £2.99 (Rerelease)

It's been a rubber-burning Xmas for race games, so has this 1986 Atari coin-op still got what it takes?

Gameplay is simple. Once the game has loaded you can choose how many players are taking part, one or two, and whether there will be any computer-controlled racers. Initially there are four race tracks to choose from, with four more loaded in if you beat the computer player on all of the first four. The race is presented from an overhead view, with the tiny race cars zooming around the static track. To make things more interesting there are jumps to make, shortcuts through moving gates, and golden spanners to collect. Obtain three spanners and you have a choice of increasing your traction, speed, acceleration or score. Bumping into a wall at low speed sends you into a spin, while high speed collisions blow up the car – a replacement is promptly dropped by helicopter. Cars are unlimited: only finishing first matters in this race game.

To increase the chances of prospective James Hunts being doused in kerosene there are oil patches, water slicks, and tornadoes. These send the cars into long spins, losing lots of precious seconds.

Back in 1987, *SuperSprint* spluttered over the finishing line with a slovenly laptime of 58%. The main factor in its poor performance were bugs, such as the helicopter putting players back in the wrong place and misjudging finishing places. At £3 rather than £10 these bugs become slightly more acceptable, while an adequate tune and okay graphics haven't aged too badly. While I found the control a bit irritating and fiddly, Phil and Robin have had an enjoyable hour or so in head-to-head competition on its race tracks. Well worth a look, especially if you've got a friend to compete with.

OVERALL 71%



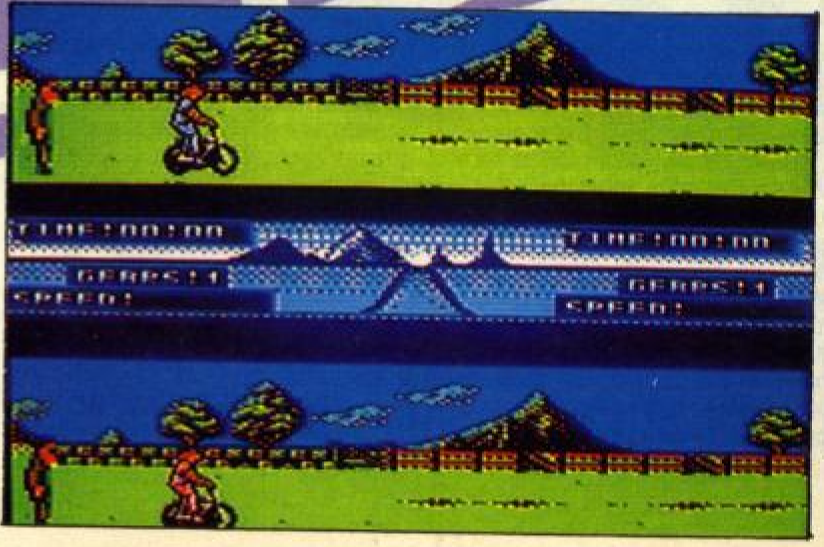
PRO MOUNTAIN BIKE SIMULATOR
Alternative Software, £2.99

Mountain bike racing is the sort of dangerous and exhausting sport best left to simulations. Step forward Alternative with this *Kikstart*-inspired racing game.

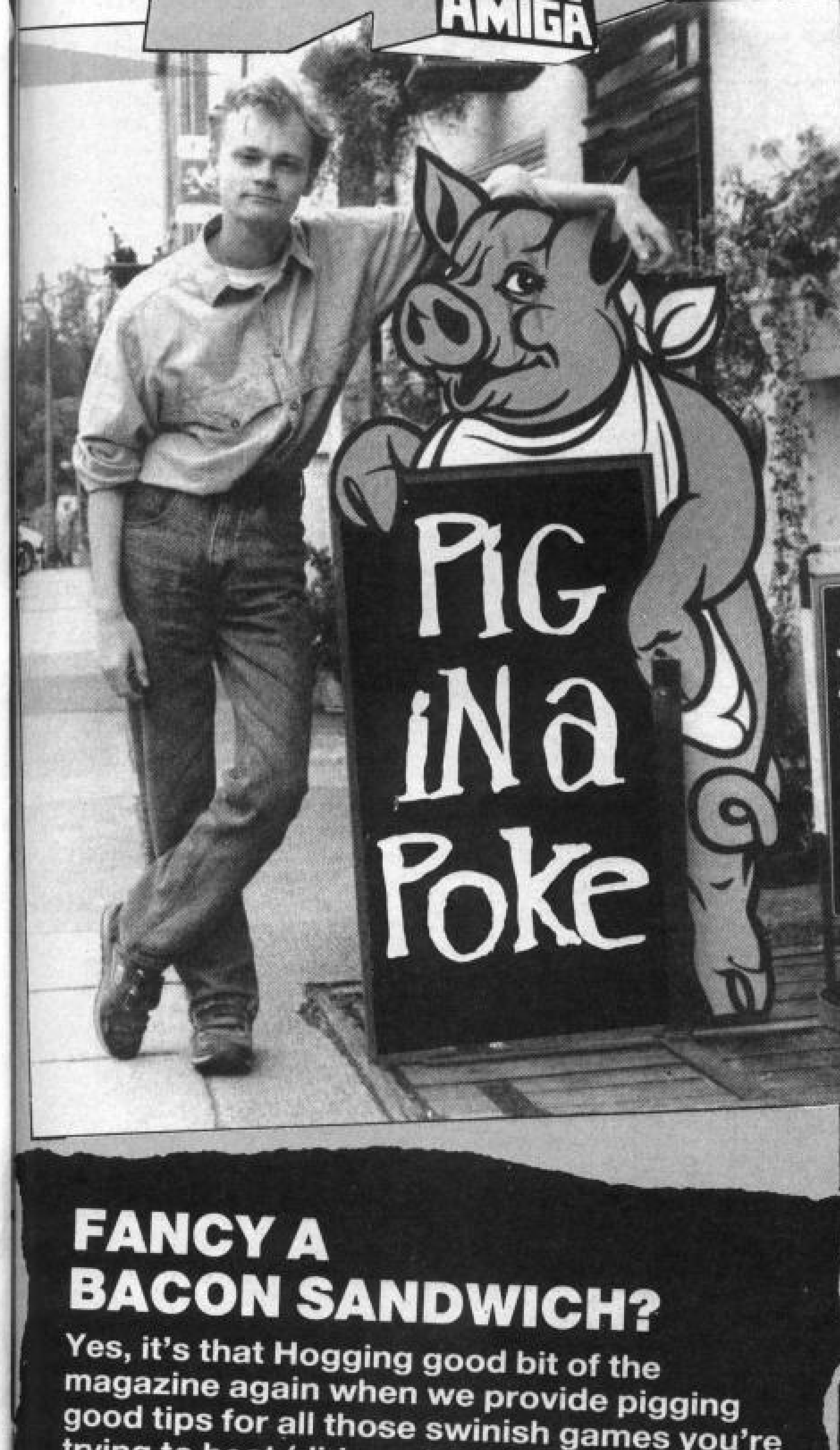
The race begins with your dad giving you a push start across the start line; push right to get pedalling. The screen is divided in two, with player one controlling the top biker, and either the computer or another player responsible for the bottom athlete. To change gear up or down, you press fire with right or left on the joystick. There are six gears, but quite often you'll have to get off the bike to walk over logs, holes and rocks. Alternatively you might be able to dodge around them, as your bike can be moved into the screen – adding an extra, if narrow dimension to the usual format. Other obstacles include mountains, ramps, and swamps.

After a couple of goes it becomes clear this is no advance over *Kikstart*, there's much less variety of obstacles and only a single track (although you can design, and save more via a user-friendly built-in designer). The computer opponent is also far too easy to beat. But on the plus side it's very fast, moving in and out of the screen does add something to the game, and I had great fun beating Phil six races to one (he cheated! – Phil). Well worth purchasing, if you can't get *Kikstart 1* or *2*, or fancy more of the same.

OVERALL 76%



ZAP! C64 AMIGA



FANCY A BACON SANDWICH?

Yes, it's that Hogging good bit of the magazine again when we provide pigging good tips for all those swinish games you're trying to beat (did you know the price of bacon has gone up? – And pigs might fly! (groan)). Very observant readers out there may well have spotted mention of a *Strider* map which didn't quite surface. At the eleventh hour, lack of space meant some juggling of tips had to be done and *Strider* was put on hold; it should (trotters crossed) go in this issue. Enough of this waffle though; it's bloody cold outside and the heater isn't on in the office. I'd better get on with it before frost bite sets in. Here goes nothing. . . . . . .

SPACE ACE – SOLUTION
(Empire)

It missed the last issue but the long awaited *Space Ace* is reviewed in this issue along with the complete solution! I was struggling to get past the seventh screen for ages and now it's just sooo easy. The Amiga Boys Featuring Dave 'Cresta' Pitts **(never heard of him!) sent in the complete solution along with** Anz **and** Slat **of Doncaster.** A. Hawksby **(or Mawksby – I couldn't decipher it) of Wirral sent in the solution to the first 11 screens which may not have helped a lot but he got his name in the mag. Ta! Oh and sorry about all you lot who dished out £45 for the game only to see its secrets revealed. The way round this is to NOT read the solution! Close your eyes you rich people! The rest of us can read on. . . . ..**

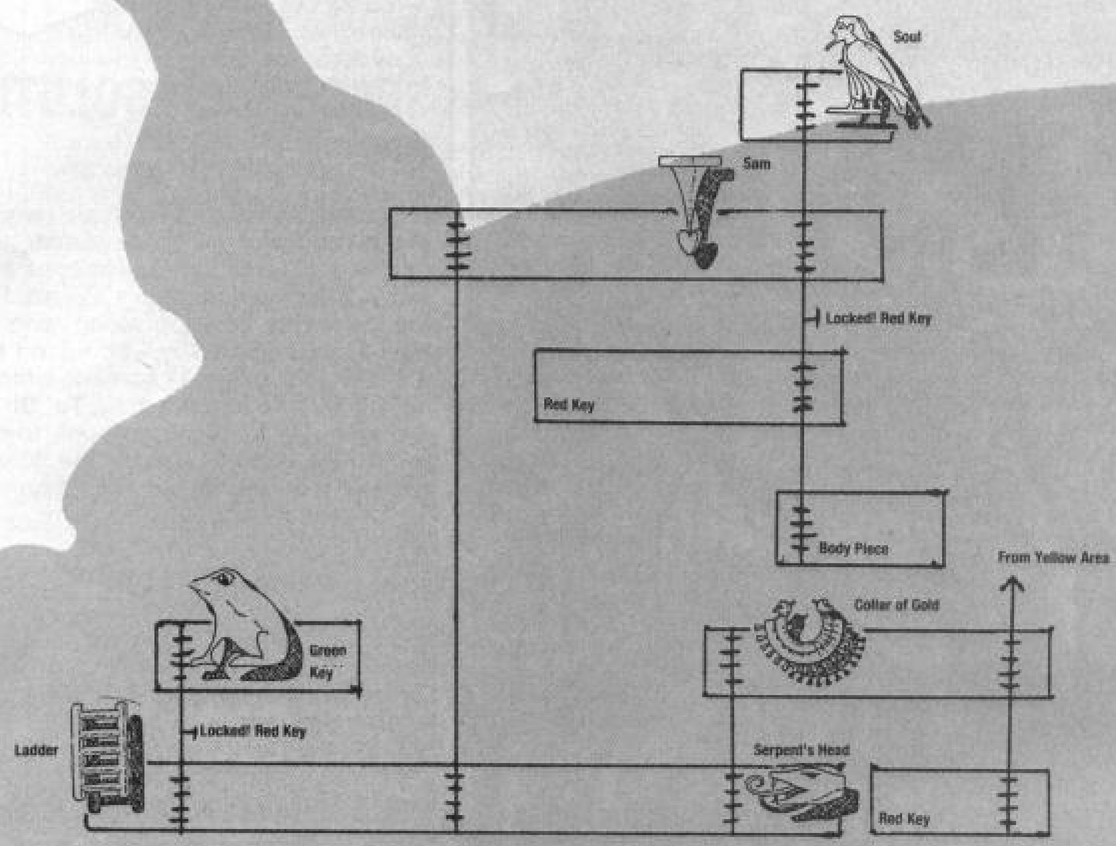
Scene 1 – Push the joystick right to go behind the rock, then left, then pull down.
Scene 2 – Wait a second before pushing right, push left, wait until Dexter's hand touches the floor and his arm begins to bend before pushing left, Dexter is now resting next to the robot's leg and as he turns around to face left push left.
Scene 3 – Wait for the robots to fire and then pull down. As soon as Dexter is on the left mound push up.
Scene 4 – Wait for the ship to fly halfway into the screen before pushing up.
Scene 5 – Immediately hit the fire button.
Scene 6 – Wait a second before pushing right. As the arm starts to come down push up.
Scene 7 – When the platform is down push right. As soon as Dexter lands on it push right again.
Scene 8 – When Dexter is halfway towards the monster, pull down and then push right.
Scene 9 – The same as scene 8 except push left instead of right.
Scene 10 – When the monster wraps its tentacle around Dexter's leg, hit the fire button.
Scene 11 – As soon as Dexter lands on the bridge, push up.
Scene 12 – Halfway to the intersection, push up.
Scene 13 – Push right when Dex is halfway towards the right corridor.
Scene 14 – When Dex jumps through the air, push up.
Scene 15 – Wait a second or two and push right.
Scene 16 – Halfway down the corridor, push left.
Scene 17 – Wait until Dex is near the wall and push left.
Scene 18 – Halfway down the corridor, push right.
Scene 19 – Halfway towards the ladder, push up.
Scene 20 – As Borf swings his staff, hit the fire button.
Scene 21 – As Borf attacks, hit the fire button.
Scene 22 – Hit the fire button to pick up the staff. Push right after being knocked down and Ace rolls out of the way.
Scene 23 – Immediately hit the fire button then pull down.
Scene 24 – As Borf attacks, hit the fire button.
Scene 25 – Push up as Borf swings his staff and Ace jumps over it. When Ace lands, pull down.
Scene 26 – Immediately push right and pull down after Ace moves behind Borf.
Scene 27 – When the scene cuts to a close up of Ace, push left.
Scene 28 – Push forward when Ace is above the platform.
Scene 29 – As soon as the scene starts, push right.
Scene 30 – Push right halfway along the platform.
Scene 31 – When Dexter is halfway towards the platform which goes off to the left, push left.
Scene 32 – Wait a second and push right.
Scene 33 – When Ace appears, push left to move the mirror and then push right to get him out of the way.

Now sit back and watch the badly edited and brief end sequence.

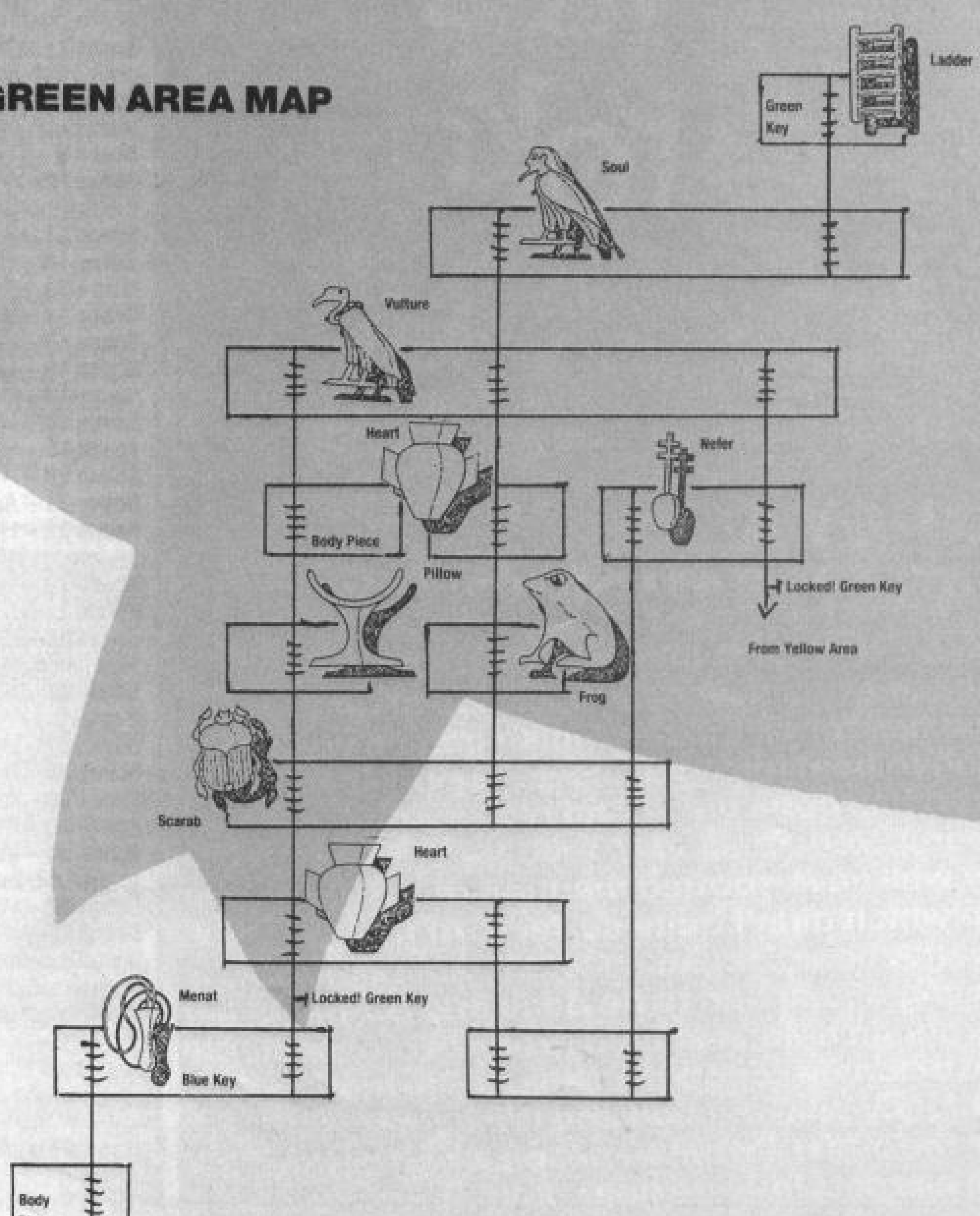
After all that what can I say but phew!!

eye of horus

Eye of Horus RED AREA MAP



Eye of Horus GREEN AREA MAP



EYE OF HORUS
(Logotron)

Software houses are pretty co-operative most of the time but Logotron sure go out of their way to provide us with tips and maps. Just a few issues after the *Eye of Horus* review we have the maps and cheats. Thanx Logotron! (And the lovely Jane Smith as well).

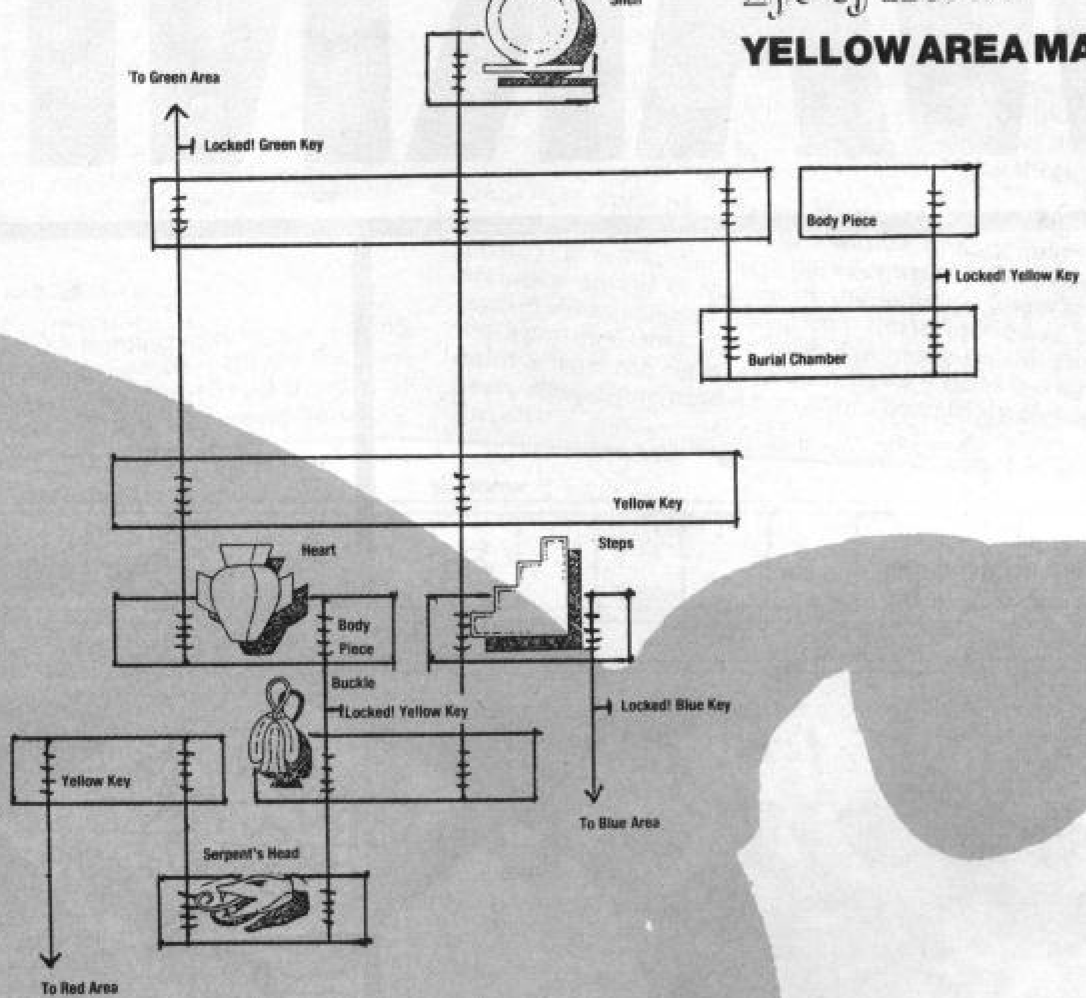
Amiga Cheat

In the credits of the game type SPAM and the game will start. You will now have infinite lives and you will not need colour-coded keys to be able to use the locked lifts - this means that you can easily access most of the game. If you want to meet Set, he is through the blue-locked lift.

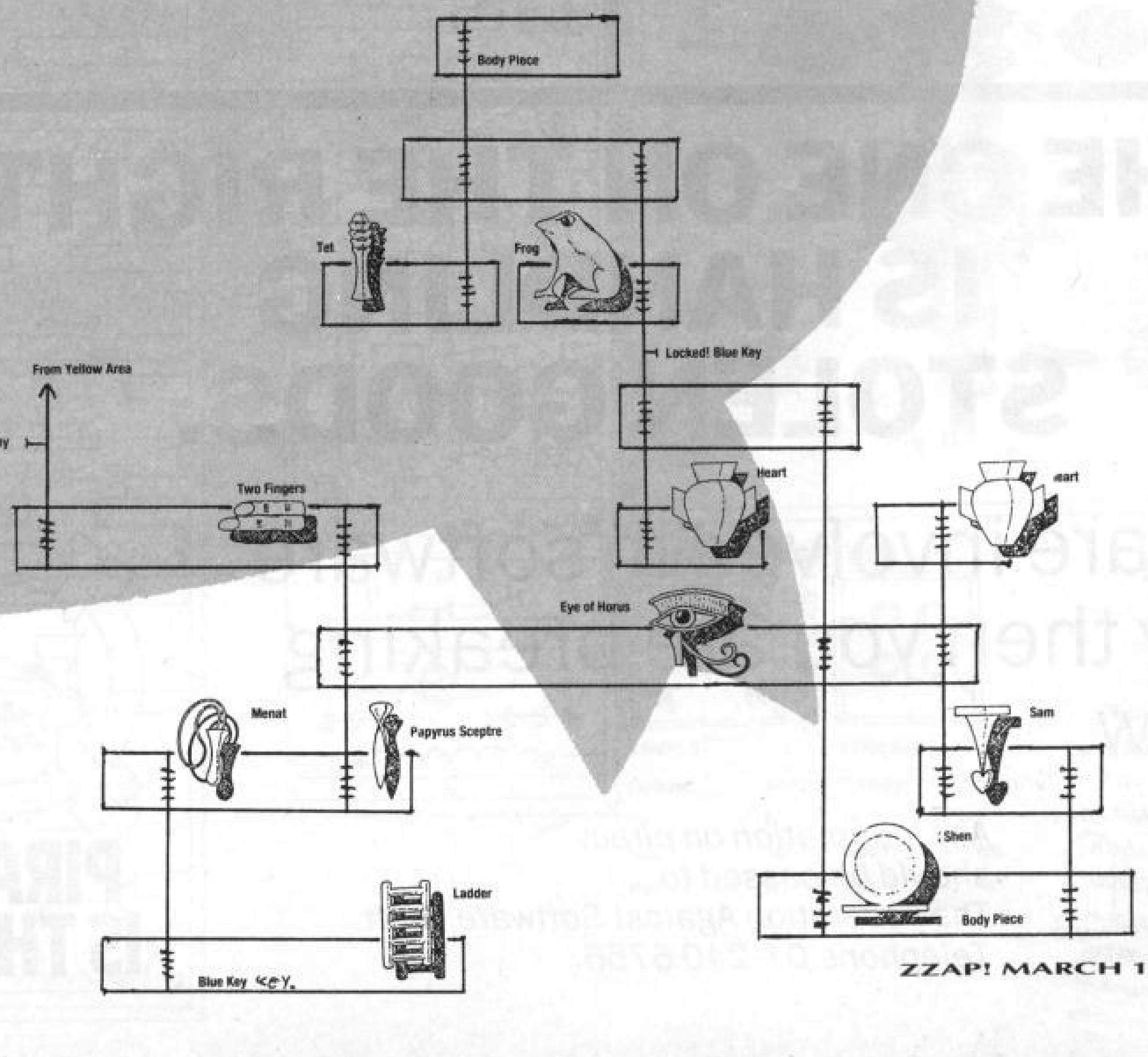
64 Cheat

Whilst playing the game, hold down the S,C,O, and L keys and the beetle on the rope will toggle between green and purple. Whilst purple you are in cheat mode and you will have infinite lives and will not need keys to unlock lifts.

Eye of Horus YELLOW AREA MAP



Eye of Horus BLUE AREA MAP



WARNING



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RETROGRADE
(Thalamus)

After working into the wee hours to get the maps for levels 1 and 2 drawn up here comes yet more with level 3 revealing all thanks to John, Rob and Steve at Apex Computer Productions (formerly Transmission Software but they felt like a change). Has anyone got to the end yet? (Good ending, don't you agree?). Why was the drawing of the second Duct on level 2 on the slant? And where can I get a *Retrograde* T-Shirt from? Level 4 next month and hopefully level 5 if I've got the space.

Here it is then – the second instalment of *Retrograde* tips and using a can of royal blue paint and a chisel you can create seven new exciting levels (that's how the first seven were created). Also, space permitting, the tips for levels three.

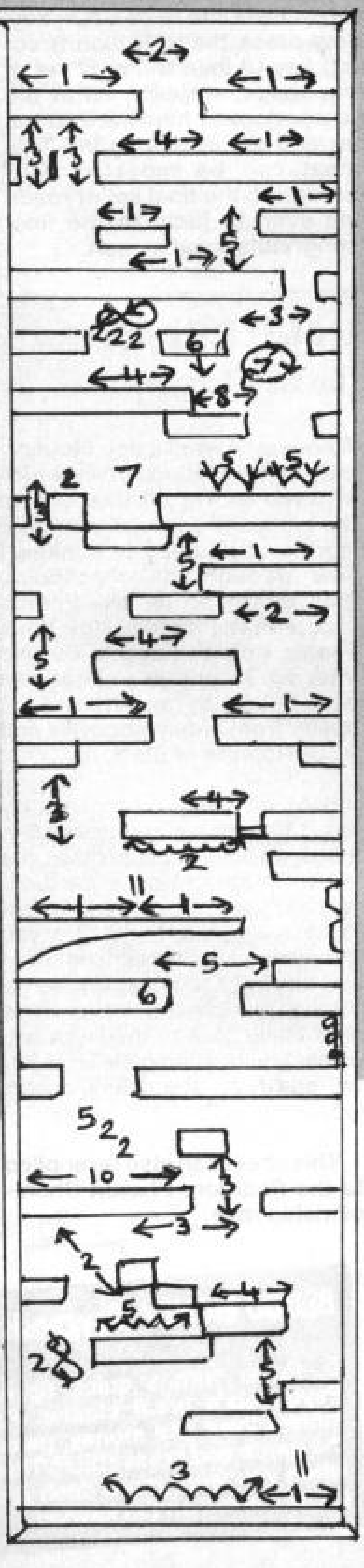
Level 3

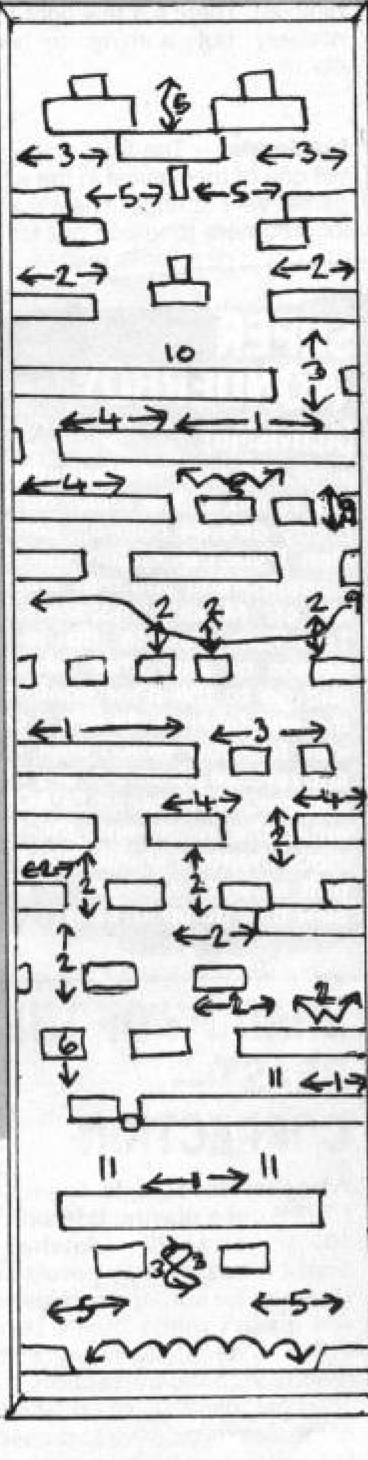
Do you get the strange feeling that the homing missiles are getting slightly more intelligent? That's because they are!! Oh, by the way, we hate those volcanoes too! (I totally agree - Rob H) First thing to do is visit the shop and upgrade your Power Fist. There are no 'required' weapons for this level, just concentrate on upgrading your weapons to their RETROGRADE (subliminal advertising).

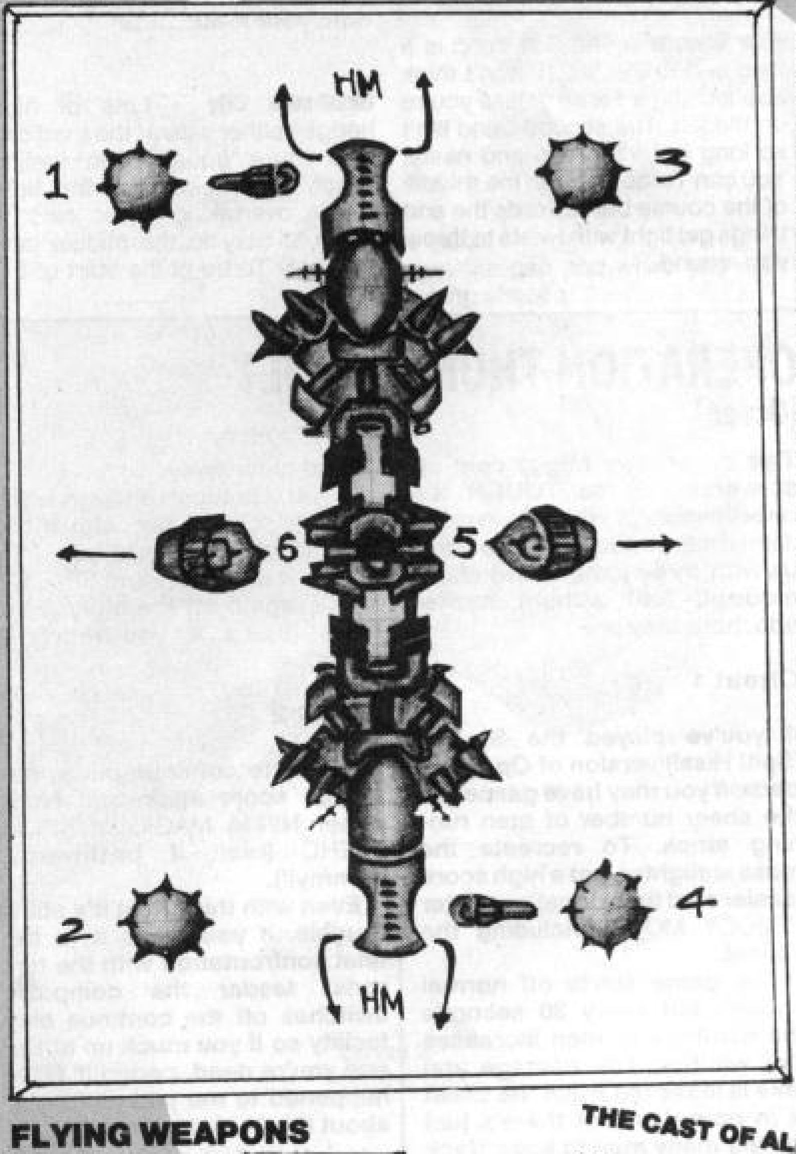
This planet has only two ducts leading to its core. The first ground alien which leaves behind a planet buster is a blue man under the volcano to the left of the only volcano which does NOT spurt lava. The second is the first blue man to the right of the shop.

Once both ducts have been completed (THAT'S a nice dragon. . . . .) you have to face the third massive mutant mama (cue 'spooky music'). A rather puzzling nerve-centre this, as many of you will probably agree. Referring to the smudge (diagram of the nerve centre) shoot points 1 and 2 from the left followed by 3 and 4 from the right until they dock with the nerve-centre. Once done, blast point 5 from the right and then point 6 from the left to reveal the heart. Keep firing until it blows and hurrah!, you've completed level three!!!!









LEVEL THREE – DRAGONS AND DUNGEONS

FLYING WEAPONS



TRIPLE		FIREBALL	
Positions:	3/7/11/15	Positions:	3/7/11/15
Inc:	2	Inc:	2
Cost:	400	Cost:	600
Max:	12	Max:	16
Points:	2	Points:	2

THE CAST OF ALIENS

1. Cute Dragon Creature
2. Shimmering Ball
3. Rotating Shimmering Spike Ball
4. Blue Robot Warrior
5. Rotator Shimmering Head
6. Rock (Drops on your head!)
7. Very nasty looking Spiked Ball
8. Green Robot Warrior
9. Missiles
10. Blob with antenna
11. BIG Dragon to kill

Can't Kill

Kill the Leaping Ogre

Kill the Dragon

TURBO OUT RUN
(US Gold)

With Atlanta and seven other cities burned to the ground last month we burn rubber for the second half of US Gold's utterly superb racing game. 'Let's go Mr. . . . .' whoops, wrong game!

Checkpoint 2 – After getting the Hi-Grip Tires at the first checkpoint, install a high-power engine: you sure will need it.

Miami – No sweat whatsoever. Twists and turns galore but none of them are sharp and all are quite short. The only problem is how to avoid hitting the edges when overtaking the mass of cars. A well timed turbo past on the straights should do the trick.

New Orleans – The first bend is a long one to the left so don't think about using a Turbo unless you're on the left. The second bend isn't so long but it's sharp and nasty. You can Turbo through the middle of the course but towards the end things get tight with twists to throw you around.

San Antonio – As in New Orleans, watch for the sharp bends towards the end of the course and keep to the sides while rushing past the barriers around the halfway point. Your time is now very tight so take it carefully and anticipate which way the road is going to turn, fast reactions are essential for this section.

Dallas – No sign of Sue Ellen or JR in this section but you've not got the time to sightsee in this road leading up to the checkpoint. The turns throughout are VERY tight so try to stay in the middle lane and keep your eyes peeled for the turns. Don't think about Turboing through the narrow streets, not when you're this near.

Checkpoint 3 – Needless to say the Special Turbo is the next (and last) engine device to bolt onto your F-40.

Oklahoma City – Lots of high hedges either side of the road can give you a 'squashed in' feeling which isn't helped by the tight turns: overtaking other cars is difficult. Stay in the middle lane and only Turbo at the start or the end; anywhere else and you're asking for trouble.

Denver – Probably the hardest stretch of tarmac in the whole game. This section is turns galore, all of which are short and VERY tight. As such, using the Turbo is a definite no-no. If you do manage to Turbo through most of this section you have my wholehearted admiration. As you go under the snow bridge towards the end you can Turbo with some safety as the checkpoint is only a few turns past.

Grand Canyon – It's strange that things are starting to get easier towards the very end of the game but who am I to question these things?? Just Turbo through this section taking care not to Turbo too much on the long turns (avoiding cars at the same time can be difficult). There's a few tight turns midway but nothing to worry about.

Los Angeles – The final stage and yet one of the easiest in the whole game! Very strange. There's a few long corners to watch out for but this one's dead easy really.

If you start to cock things up don't forget that you've still got three continue plays. Even if you crash a few times there's the chance that you may crawl across the finish line with zero seconds on the clock. Unlike the Amiga game you slow down gracefully: the momentum is often enough to get you through. If you STILL can't finish the game with these tips then will you please welcome Gordo (not ex-ZZAP! Gordo?) from Camberley (oh) with a nifty cheat. This cheat works for the disk version but there's no sign of a tape version around the office at the moment so keep your fingers crossed if you're a cassette user. After all that, here's the cheat.

Start the game as normal and at any time during the game just pause it via the RUN-STOP **key. Now press the** :/(**(Colon/Bracket) key to load the next set of four roads, stopping off at the garage to add hardware to the car and tot up the score. This cheat can be repeated right through to the final set of roads and even to jump to the final 'congratulations' screen.**

OPERATION THUNDERBOLT
(Ocean)

This superlative Miggy coin-op conversion is so TOUGH it's unbelievable!!!! With this in mind John Brandwood **has provided us with three (count 'em) cheat modes!!! And without further ado, here they are.**

Cheat 1

If you've played the Speccy (Spit! Hiss!) version of *Op Thunderbolt* you may have gasped at the sheer number of men running amok. To recreate the mass slaughter, get a high score (easier said than done) and enter SPECCY MODE **(including the space).**

The game starts off normal enough but every 30 seconds the numbers of men increases like wildfire. The damage you take is lessened while the cheat is in operation but there's just far too many men to keep track of and blow away.

Level 3 is tough enough without this 'cheat' but with it it's downright impossible!! To switch it off again input SPECCY MODE **again on the high score table (that's if you reach it again!).**

Cheat 2

For infinite continue-plays, get a high score again and enter either NINJA MAGIC **or** EDOM TAEHC **(read it backwards, dummy!!).**

Even with this cheat it's still a toughie. If you make it to the final confrontation with the terrorist leader the computer switches off the continue play facility so if you muck up at the end you're dead, period!!!! (This happened to me and all I'll say about this is 'Aaaaaargh!')

MYTH
(System 3)

A great cheat from J.G. Wiles **of Ipswich for System 3's ace Sizzler. J.G. reckoned it deserved a Gold Medal – mind you, 94% isn't a bad mark!!! Hopefully I'll have some solutions next month along with some maps - anyone out there want to volunteer??**

When you load the game keep the SHIFT LOCK depressed. When the game loads you should magically start on level 2 although you won't have the sword. You should be able to fight your way through using firebolts collected from the nasty little harpies and eventually reach level 3. Now you should deliberately lose all your lives and lo and behold, the next section will load in and you'll have the sword too!

SUPER WONDERBOY
(Activision)

James Whitlock **of Southampton has found a little cheat for this pretty dire 64 coin-op conversion. If you can endure the atrocious loading you may want to kill off Meka's monsters. All Tom-Tom has to do is get bombs or any other weapons and go to the door containing the end-level nasty (it's a good idea to know which door it is!) and release a bomb or any other weapon. Now press SPACE to enter the room and the ferocious creature should go up in a puff of smoke, slime, or whatever they go up in. Easy.**

SHADOW OF THE BEAST – CORRECTION

Whoops! Here we go again! Will I EVER get a playing tips section 100% correct?? Somehow I doubt it but anyway here's serviceman (or son of a serviceman – it wasn't made clear) Darron Potter **of West Germany to the rescue with the correction.**

To get infinite lives on *Shadow of the Beast* you have to press the fire button and BOTH mouse buttons (no wonder it didn't work when I tried it out! Aaaargh!!). Hold these buttons down until the disk prompt appears. You can still die by falling down deep holes but it makes fighting monsters a hell of a lot easier!

HARD DRIVIN'
(Domark/Tengen)

A couple of weeks ago I found a little cheat in *Hard Drivin'* which involved racing off the edge of the bank and somehow confusing the computer into thinking I flew through the checkpoint, thus qualifying for the Photon race with an incredibly low time. Seems I didn't need to do this after all as another cheat has been found by an anonymous tipster from anonymousville and Julian Robbins **of Stafford.**

Start the game and immediately turn 180 degrees and drive off in the opposite direction down the track. Go straight on at the junction and you will be on the Speed Track. A couple of bends later you will come to the checkpoint. Stop and turn back round again and go through the checkpoint for extra time. Race back to the finish and unless you're a complete loser you will qualify for the championship lap.

This cheat can also be applied to the Phantom Photon Championship race.

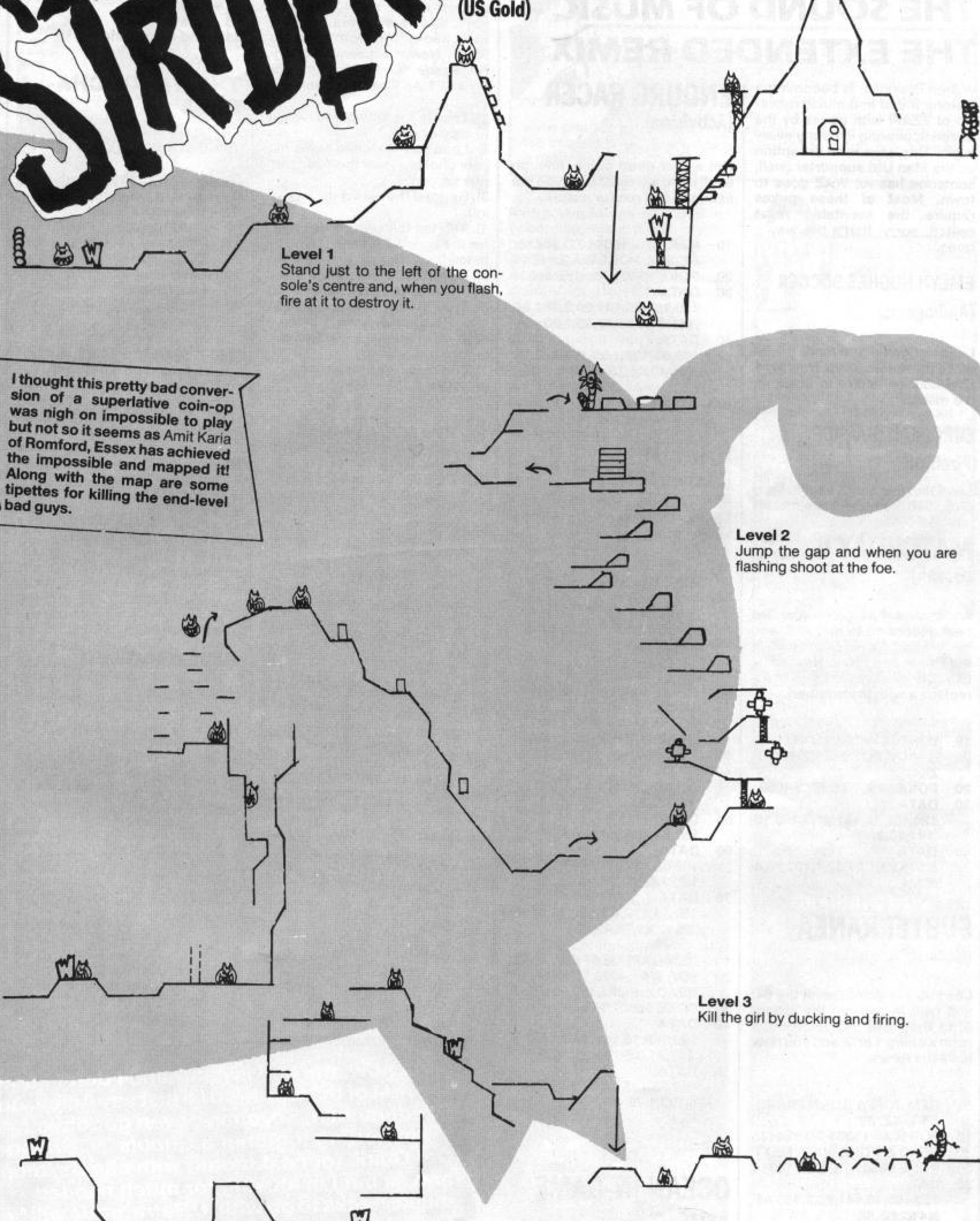
BLOOD MONEY (Psygnosis)

D. Potter **with a quick tip for Psygnosis's great blaster. For infinite lives and money, pause the game and press** HELP. **Then when you want more dosh just press 1 and 2 on the keypad.**

STRIDER

(US Gold)

I thought this pretty bad conversion of a superlative coin-op was nigh on impossible to play but not so it seems as Amit Karia of Romford, Essex has achieved the impossible and mapped it! Along with the map are some tipettes for killing the end-level bad guys.



Level 1
Stand just to the left of the console's centre and, when you flash, fire at it to destroy it.

Level 2
Jump the gap and when you are flashing shoot at the foe.

Level 3
Kill the girl by ducking and firing.

THE SOUND OF MUSIC – THE EXTENDED REMIX

Warren Pilkington **is becoming a lifelong friend and music maestro of ZZAP! with pokes by the dozen appearing in nearly every issue. This issue is no exception as the Man Utd supporter (well, someone has to) WAZ goes to town. Most of these pokes require the inevitable reset switch, sorry, that's the way it goes.**

EMLYN HUGHES SOCCER
(Audiogenic)

Load the game and reset the 64 while the music plays. Now type SYS 36884 (Return) **to listen to the music.**

EUROPEAN 5-A-SIDE
(Firebird)

Load the game and reset it. Type SYS 7020 (Return) **for the music!**

MATCHDAY II
(Ocean)

A classic footie game (the 3rd best according to me, Phil, and WAZ). Load up, reset and type in the listing and run it. Now enter POKE 49152, x **(where x=1 or 2 – replace x with the number).**

```
10  FOR WA=4096 TO 4117:
    READ Z:POKE WA,Z: NEXT
    Z
20  POKE 56501,75: SYS 4096
30  DATA
    120,169,16,141,21,3,169,16
    ,141,20,3
40  DATA
    88,96,23,1,26,32,1,192,76,4
    9,234
```

SUBTERRANEA
(Rack-it)

Load up the game, reset the 64, and type in and run the listing. After that, type POKE 58368, x **(with x being 1 or 2) and you now have the tunes.**

```
5   REM JOFFA DUNN MUSIC
    BY WAZ '89
10  FOR WA=16384 TO 16413:
    READ Z: POKE WA,Z: NEXT
20  POKE 56501,75: SYS 16384
30  DATA
    120,169,16,141,20,3,169,64
    ,141,21,3,88
40  DATA
    96,23,1,26,169,53,133,1,32,
    1
50  DATA
    228,169,55,133,1,76,49,234
```

ENDURO RACER
(Activision)

Not a very good game. Enough said! Load up, reset and type the listing in and run for muzak.

```
10  FOR WA=16384 TO 16413:
    READ Z: POKE WA,Z: NEXT
20  POKE 56501,75: SYS 16384
30  DATA
    120,169,16,141,20,3,169,64
    ,141,21,3,88,96,23,1,26
40  DATA
    169,53,133,1,32,102,182,16
    9,55,133,1,76,49,234
```

GAPLUS
(Mastertronic)

Two listings here, one for the Maniacs of Noise music, the other for FX! Type in the listing of your choice and run it. (On the FX tune, type POKE 57344,x **(x being anything from 1 to 21) to get the different FX pouring forth from your TV/Monitor's speakers.**

```
10  REM GAPLUS MANIACS
    MUSIC BY WAZ 89
20  FOR WA=4096 TO 4141:
    READ Z: POKE WA,Z: NEXT
30  POKE 54296,15: SYS 4096
40  DATA
    120,169,16,141,21,3,169,32
    ,141,20,3
50  DATA
    169,53,133,1,32,20,235
60  DATA
    169,55,133,1,169,75,141,18
    1,220,88,96,23,1,26
70  DATA
    169,53,133,1,32,90,235,169
    ,55,133,1,76,49,234
```

```
10  REM GAPLUS SFX BY WAZ
20  FOR WA=4096 TO 4125:
    READ Z: POKE WA,Z: NEXT
30  POKE 56501,75
40  DATA
    120,169,16,141,20,3,169,16
    ,141,21,3,88,96,23,1,26
50  DATA
    169,53,133,1,123,224,169,5
    5,133,1,76,49,234
```

OCEAN IN-GAME MUSIC

Ask for a *Batman* music hack and ye shall receive seems to be the moral here. After seeing my request WAZ said 'And why not?' and here we are together with hacks for *Untouchables, The New Zealand Story, Renegade III*, and *Run the Gauntlet*. An Ocean of hacks!

1). Type in the listing and save it to tape or disk.
2). Load up the Ocean game of your choice. Reset the 64 on the title screen.
3). Re-load the listing (or type it in!).
4). Add the following data lines for the specific games (see below!).
5). RUN it and nothing will happen (unless you get a data error!)
6). Type in POKE 4112,x: SYS 4096 (Return) where x is in the list below! (Replace x with the number)
7). The music should now be playing!

```
10  REM OCEAN IN-GAME
    TUNE MASTER LISTING (C)
    WAZ 10/12/89
20  FOR WA=4096 TO 4141:
    READ Z: C=C+Z: POKE
    WA,Z: NEXT WA
30  IF C<>74144 THEN PRINT
    "WHAT A WALLY! CHECK
    THE LISTING": END
40  PRINT "DATA OKAY! WELL
    DONE!"
50  READ H1,L1,H2,L2: POKE
    4114,H1: POKE 4115,L1
60  POKE 4133,H2: POKE
    4134,L2
70  DATA
    120,169,32,141,20,3,169,16
    ,141,21,3,169,53,133,1
80  DATA
    162,0,32,30,16,169,55,133,
    1,169,75,141,181,220
90  DATA
    88,96,234,169,53,133,1,32,
    30,16,169,55,133,1,76,49,2
    34
```

BATMAN: THE MOVIE

```
100 DATA 95,226,245,226
```

Replace x with the following:
- **0 – In-game tune**
- **6 – Title tune (as requested by Rob H!)**
- **12 – End of level**
- **18 – Death**
- **24 – End game tune**

THE UNTOUCHABLES

```
100 DATA 12,44,172,44
```

Replace x with the following:
- **0 – Start of the game jingle**
- **6 – High score tune**
- **12 – Dead! jingle**
- **18 – Title tune**
- **24 – Level 1 tune**
- **30 – Level 2 tune**
- **36 – Level 3 tune**
- **42 – ?????**

THE NEW ZEALAND STORY

```
100 DATA 94,110,249,110
```

Replace x with the following:
- **0 – Start of level**
- **6 – In game tune**
- **12 – Title tune**
- **18 – Time running out tune**
- **24 – End of world tune (1-4 etc)**
- **30 – End of game**
- **36 – End of level**
- **42 – Death**
- **48 – Indestructible tune**

RENEGADE III

```
100 DATA 210,149,91,150
```

Replace x with any of the following:
- **0 – Tune**
- **6 – Begin level**
- **30 – In-game music**
- **24 – High score tune**
- **36 – Title tune**

RUN THE GAUNTLET

```
100 DATA 0,144,237,144
```

Replace x with the following:
- **0 – Title tune (minus samples)**
- **6 – Win tune!**

'And now, the end is near' and I don't know the rest of the words so I'll just say Adieu, Auf Wiedersehen, Sayonara, even goodbye.

I'm getting together a *Ghouls 'N' Ghosts* Def Guide for next month with cheats, maps and all but I'm looking for much needed music hacks to go with it. *Retrograde* will be tipped even more and maybe there'll be some stuff on *Myth* and *F-29 Retaliator* (if it's out). Till then, see you!! (Cue walk into sunset to the strains of 'I did it my way' followed by music fade.)



▲ At last, Ace gets his hands on the lovely Kimberly.

Space Ace

Empire, Amiga £44.95

The secret of eternal life, good health, and youthful looks has been discovered. A single blast from the prototype device will knock years off your age. But the dastardly Commander Borf has grabbed the Infanto Ray and plans to use it to conquer Earth by turning everyone into babies!

The dashing Space Ace and well-voiced Kimberly set out to defeat Borf, and promptly run into trouble. Ace is blasted with the Ray and turned into a weakling adolescent and Kimberly is kidnapped. As Borf starts blasting at Ace with a laser pistol, control passes over to you. Your control is very limited though. To take the first scene as an example, Borf fires a couple shots while you're frozen in place, then you get a chance to move. According to which way you're holding the joystick you can jump either left or right. Get the direction wrong and you're dead, leading to the death sequence. Get it right and you're shown leaping the in the correct direction, Borf fires again and once more you can move.

There are thirty-three scenes spread across the four disks, and only a couple of moves per scene. You must get precisely the right direction and timing or you lose one of your three lives. Fortunately there is a save game option.

▼ Can Ace stave off Borf's attack?



▼ It's swingtime as Ace escapes the evil Borf.





There's no doubting the quality of the animation – it's simply amazing – but your limited control over Ace is frustrating, especially when it's so difficult. This can either lead to you smashing your Amiga in frustration, or reaching for the solution. Armed with the latter, plus some practice to get the timing right, the game can be completed in five minutes or so. *Space Ace* is a beautiful to watch, but gameplay is minimal.



This is a classic case of nice presentation, shame about the game. With its large, brilliantly animated cartoon graphics and sampled sound, *Space Ace* is initially very impressive. However, playing it soon reveals the near-total lack of gameplay. The player's input is very restricted and progress seems to be a matter of trial and error with little logic in some of the moves required. Worse still, much frustration is caused by your instant death on the wrong choice. *Space Ace* may be 'worth a look', if you can persuade your friendly software shop to let you try it out, but I wouldn't waste £45 quid on it if I were you!

64

No plans as yet.

update

PRESENTATION 74%
Packaging is colourful, but a tad flimsy for £45. Multiload is predictably heavy, but save option is very welcome and there's a good demo.

GRAPHICS 91%
The 33 scenes include a great amount of variety and imagination, with some excellent animation and backgrounds.

SOUND 83%
Short sampled speech and FX effectively recreate the coin-op atmosphere.

HOOKABILITY 69%
The urge to see yet more of the wonderful graphics is compulsive, but frustration soon mounts due to limited control and high difficulty.

LASTABILITY 45%
The sheer toughness makes it a fair challenge, but gameplay simply isn't enjoyable enough for most people. If you do persist, a solution can be worked out in a few days.

OVERALL 58%

Ace graphics, shame about the gameplay.

▼ Have you got your car keys? There's a Chevy '99 to be raced around the planet.



damocles



Novagen, Amiga £24.95

●Paul Woakes returns . . . need we say more?

It's been a long time, in fact just over four years, since the revolutionary *Mercenary* touched down on the C64. After finally escaping from Targ you've arrived at your original destination, Eris, the fifth planet in the Gamma solar system.

Eris is the jewel of the system but within a few hours this jewel is going to be severely tarnished. The rogue comet Damocles is headed direct for the planet which, as it happens, you're to land on. Maybe it would have been wiser to stay on Targ.

As your ship glides downwards to the Eris spaceport you admire the planet's beauty – the vast oceans, the numerous cities and bases clinging to expanses of land emerging from the watery depths. Still, the solar system has eight other planets and nineteen moons. A quick sandwich at the spaceport and you can be off to somewhere safer. Unfortunately while you begin searching for loose change, your ship is falling apart – this is its last flight and you're stranded!

Your personal computer, Benson, promptly orders you to go to the State Office in an antique car – a Chevy '99. Your destination, like most of the buildings around the city, has quite a few floors, packed with rooms. You find the briefing room in the basement, and it's here you're asked to save Eris . . .

You may want to explore the first city but the real challenge lies in getting a spaceship and taking off. There's many other cities to find. If you stay around long enough you'll see the beautiful sight of sunrise from Dyon, Acheron, Icarus, or any of the other worlds.

As befits a mercenary your primary concern is for financial gain, with the sideline of saving Eris to give you something to do between sales. In an emergency, poor capitalists can

A wave of nostalgia swept over me as I witnessed the sequel go through its start-up sequence and Benson return like a long-lost friend. The length of time we've had to wait is immense and even now I still can't believe it's finally here!!

The feeling of anticipation and desperation when first faced with the enormity of the task is wonderful. So too is the sensation of curiosity and wonderment as you explore the first city. It's like being a child again. Exploring buildings, gazing in awe at the superbly detailed structures all around, puzzling over the use of strange new objects, and generally living a new life is all just so enchanting you quickly become immersed in the world and its ways.

Once you get your first deal and its subsequent reward the feeling is tremendous, but this is nothing compared with the sense of satisfaction once you lift off from Eris, and anticipation when you suddenly have to come to terms with the fact that there's 27 other worlds to investigate! The graphics are brilliant in what they aim to achieve, the detailed polygon graphics creating a rich atmosphere with a surreal, high-tech, lonely and ominously silent feel to it all. Sound effects are well done and perform their task admirably. Welcome back *Mercenary*, you've been away for far too long.

▼ Sunrise and a windmill stands ready to generate 'environment friendly' power.

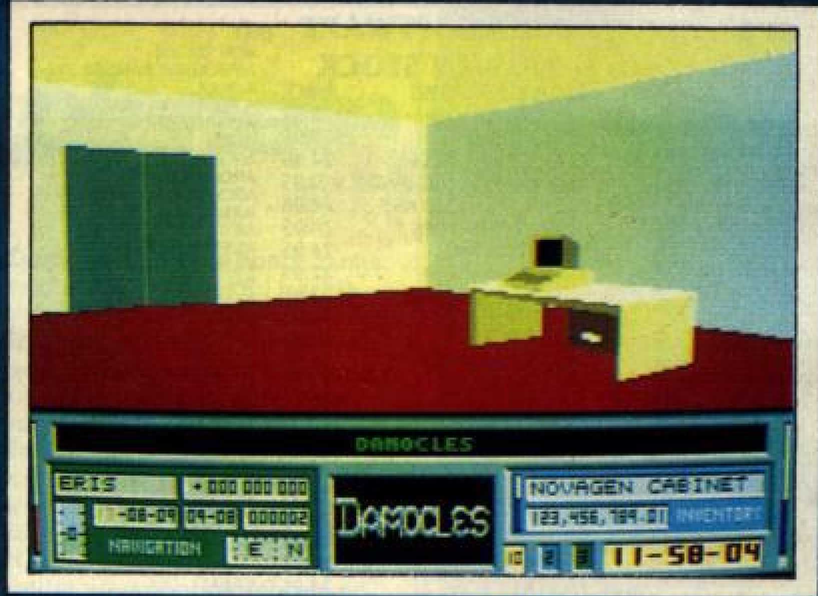


go to the Lawson Bank (!) for a loan.

To earn money you must trade objects – there are over a hundred – which can mean a lot of delivery runs in a big variety of ground and air vehicles; although there are other ways of getting from A to B – enough said. To help you out, you may load old *Mercenary* saved games, not that a Mechanoid leader is of that much use this time round!

As ever, things most certainly aren't what they seem with buildings holding their secrets deep down or high up in ten-storey office blocks. Was that Sphinx monument you just passed *really* just for show? How do you get to other planets? Where's the filofax? What about all those locked doors you passed an hour ago? And what use is the computer in the office block?

Most importantly of all, how on Eris do you destroy Damocles? To add insult to injury, what's Benson got so much to be cheerful about anyway? We'll leave you to answer these questions and unravel the game. Don't take too long though; Damocles draws ever nearer . . .



▲ Exploring one of the many buildings on Acheron. I wonder if you can play *Mercenary* on that computer?

▼ Welcome to the state house on Eries, they've got *such* an easy job for you – shouldn't take longer than say . . . a couple of months of tearing out your hair!





Not since *Starglider 2* has there been such evocative use of polygon graphics. Sunrise on a distant planet has never looked as good as in *Damocles*. The buildings are numerous and very individual, creating a great sense of reality which goes a considerable way towards keeping the player enthralled. Just exploring is a captivating sensation in itself without thinking about the big task at hand or the many sub-missions. It's all a very surreal experience which moves fast graphically but adopts a slow pace in its gameplay. The heavy emphasis on adventuring and exploration will disappoint anyone looking for a quick blast – there's no arcade action here. But if you're prepared to put in the time needed, many weeks of long nights I suspect, then *Damocles* will reward you. This is truly a journey into another world, or more accurately solar system. So although the only real changes in the *Mercenary* game-style are a massive increase in scale, accompanied by some great solid 3-D, fans of the original wouldn't have it any other way.



The original *Mercenary* was great – you could play it all through the night, and I did! Inevitably, though, I got stuck and gave up. Now we see its return and it's even harder than before. Like the original, once you're captivated by the game the hours just speed by. The fast 3-D graphics are some of the best I've ever seen, helping to create an incredible atmosphere – it's so real it's frightening! And there's just so much to explore, you'll be playing it for months on end. There aren't many games that can drag me away from the delights of *Kick Off*, but *Damocles* is definitely one of them. It's not quite football, Brian, but then what is?!

64

No plans for a C64 game.

update

PRESENTATION 91%
Great start-up sequence to rival the original's, and you'll be pleased to hear Benson is a heck of a lot smarter.

GRAPHICS 93%
Not particularly sophisticated polygons for the buildings but there's a lot of them, they're varied, fast moving, and ooze incredible amounts of atmosphere.

SOUND 65%
As expected there's no music or sound track but the effects are well done and very cleverly implemented.

HOOKABILITY 95%
The moment you land you're hooked . . .

LASTABILITY 98%
. . . and with the secrets of 28 worlds waiting to be discovered and several different ways to complete the game, you WON'T put it down.

OVERALL 95%
A superlatively polished, amazingly large and challenging adventure brought to life through amazing 3-D 16-bit graphics.

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Infogrames, Amiga £24.99

The Full Metal Planete of the title has got mining companies drooling throughout the galaxy. Cobra Steel has sent its very best pilot to grab as much ore as possible in the 25 days left before the Big Flood swamps everything . . .

2-4 players can take part in the scramble for valuable minerals, with the computer playing as many players as you want. Each player is assigned a flag, which you can design yourself with a built-in graphic utility. Following flag selection the strategy screen appears, showing a map of the entire world, 37 by 23 hexes. You must choose where to land your freighter, which cannot then take off until either turn 21 or 25. While landed you can control your units through the close-up screen – where all the attractive graphics are.

Inside your freighter are Destroyers (attack boats, tanks, supertanks, and fixed turrets – your freighter has three of these). For these to destroy an enemy vehicle two of them must be within range of it. Normal range is two hexes, but supertanks can reach three hexes – as can normal tanks on mountains. In addition if two destroyers get directly beside an enemy vehicle it can be captured, coming under your control. Moreover, destroyers can capture enemy freighters, if this happens that player is out of the game and you take over all his units.

There are also Transporters such as barges (which can carry four items across water) and crabs (two items across land). Transporters can also pick up the vital blocks of ore which are scattered across the world. But probably the most important vehicle is the weather hen (!). This can turn ore into tanks, crabs, or pontoons (to bridge rivers). It can also predict the next tide – crucial as high tides can immobilise your land vehicles, while low tides do similarly for ships.

The aim of the game is simply to have the most units of ore and vehicles stored inside your freighter (and any captured freighters) when you blast off. Actual gameplay is divided into 25 days, or turns. During every turn each player has his (or her) go (taking a maximum of three minutes). You have 15 energy points per go. Every action, from moving a boat one hex to turning ore into a supertank, costs points. You can also save either 5 or 10 units of energy to be used with your next go.



▲ The strategic map shows the firing zones of the two armies.



I like a good boardgame, but I must confess I'd never heard of this (apparently very popular) French strategy game. Thankfully lacking the fiddly lead pieces and stones (honest!) of the boardgame, the computer version benefits from detailed graphics, plenty of options, and the fact that you can't cheat – so there are none of the usual arguments over the rules! Unlike most strategy games, *FMP* is surprisingly easy to pick up. However, mastering it proves infinitely more difficult. The computer players all have different strategies, although playing against friends is more difficult and more fun.



Full Metal Planete is yet another boardgame conversion, and a strategic one at that. But easy-to-grasp rules, a rigid three minute time limit, and attractive presentation got even me interested. Pop-up, icon-driven menus make all aspects of the game easily accessible, and are much more fun than messing around with the lead pieces in the £30 boardgame! While simple to understand, the rules make for some very challenging games, the computer players providing tough and varied opposition. I'd say it was a first-class introduction to strategy, if that wouldn't put too many strategy haters off. Instead I'll say it's 'fun for everyone' and leave it at that.

64

There are no plans for a C64 version.

update

▼ The two yellow boats sink a red one. The large structure to the left is the yellow freighter.



PRESENTATION 90%
Average title sequence (which can be avoided), custom flag facility, save game (and flag) option, good instructions, and a free metal crab!

GRAPHICS 80%
Nothing spectacular, but the planet and vehicles are all very well done creating a good atmosphere.

SOUND 68%
Weird, but nice intro tune. Good, clanky in-game FX.

HOOKABILITY 86%
Very easy to pick up and hard to leave alone.

LASTABILITY 83%
The six computer opponents aren't that hard to beat, so it's better to play with friends.

OVERALL 84%

A fine conversion of a well designed board game. Even non-strategists will enjoy this one.

ZZAP! TEST

TINTIN ON THE MOON

Infogrames, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

C64 A

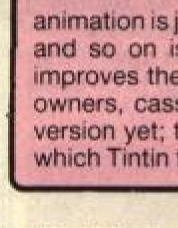
Europe's most famous comic character has finally made it onto your home computer. And he's determined to be the first man on the moon!

Swots might protest that there's already been a man on the moon, but of course he wasn't French, so it doesn't count. Sadly, Tintin isn't your typical comic hero and instead of tying his mum's curtains around his neck and up, up and awaying to the Moon, he hitches a ride on a Professor Calculus's rocket ship.

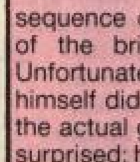
Needless to say Tintin is soon in the pilot's chair, guiding the ship through an asteroid field – to escape he must collect eight red spheres. Yellow spheres boost energy when collected.

However, after escaping it's literally a case of 'out of the frying pan, into the fire'. Fires have broken out in the ship, and must be put out using fire extinguishers. In addition the mad Colonel Jurgen is on the loose. He's tied up various members of the crew which Tintin must rescue by walking over them. Jurgen has planted some time bombs and is armed with a pistol. Spray him with the extinguisher to incapacitate him. Unfortunately some of the bombs can't be reached by simply walking to them. Instead Tintin must turn off the artificial gravity and float over to them!

Once all the fires have been put out, the bombs deactivated and Jurgen apprehended it's onto the next load – back into the asteroid field. There are five space stages, and five rocket stages (of increasing difficulty and varying layouts) before the final level where Tintin must land the ship on the moon, using just the fire button to reduce speed.

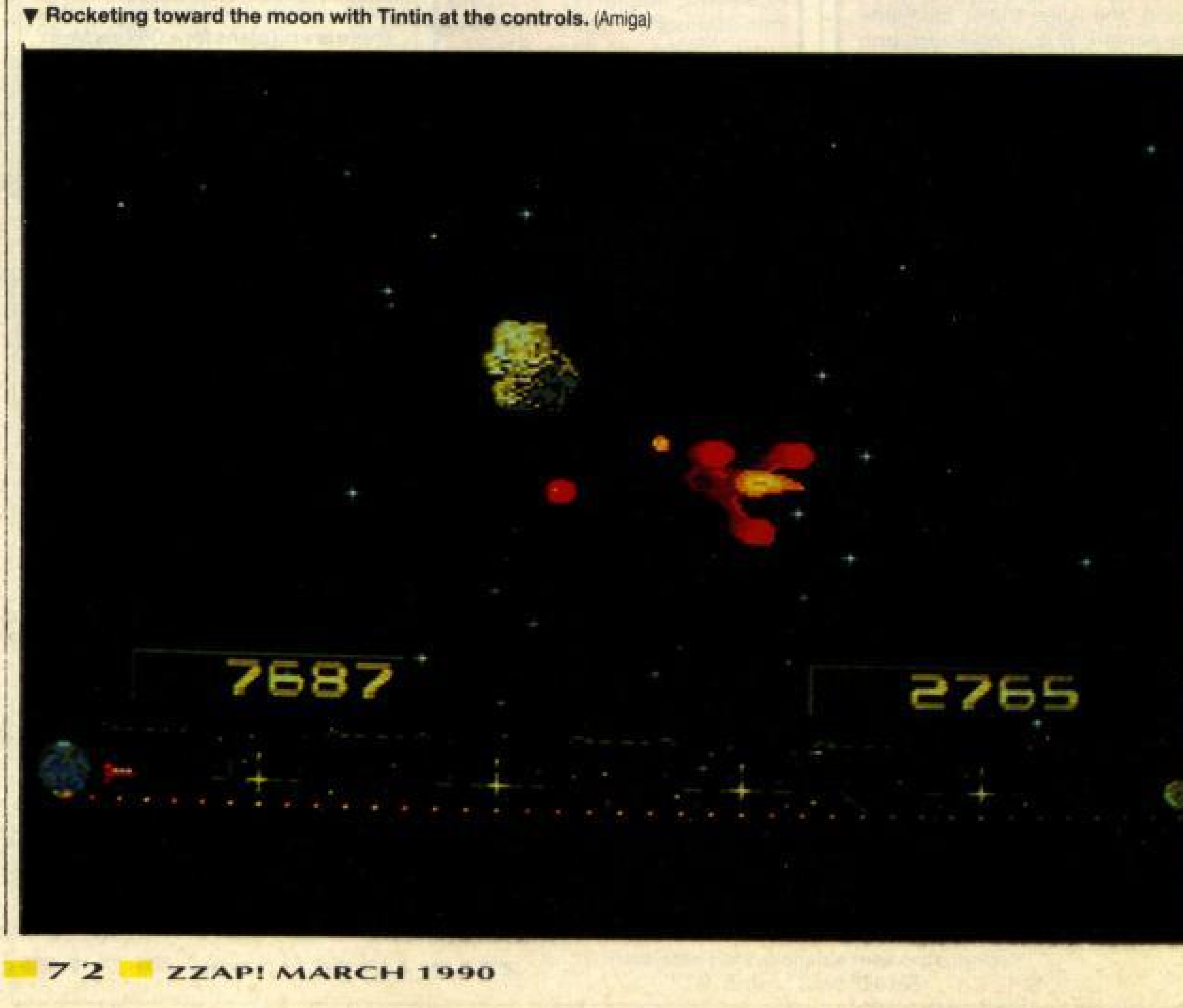


On both Amiga and C64 there's a neat intro, showing the rocket taking off, and the space scene is really nice. The rocket moves really well and the gameplay is good, albeit limited. Once inside the rocket the game begins to disappoint: the flickscreen-scrolling is fine, but the animation is jerky – equally so for C64 and Amiga. Putting out the fires and so on is initially fun, but again limited. Repeating the levels improves the challenge, but while the multiload is fine for disk drive owners, cassette users may come off badly (we haven't seen this version yet; the C64 marks are for disk). All in all, quite a nice game which Tintin fans at least, should find worth the asking price.



A wave of nostalgia swept over me when I loaded up Amiga *Tintin*, the superb start up sequence capturing the flavour of the brilliant comic series. Unfortunately, it seems Hergé himself didn't have much say in the actual game design (I'm not surprised: he's dead! – Ed) as it's so limited with a shallow space flight section and repetitive platform game. Still, both sections are well presented (on both machines) and there's a certain short-term appeal with two types of game to master.

▼ Rocketing toward the moon with Tintin at the controls. (Amiga)



64

PRESENTATION 69%
Nice intro showing rocket take-off, quite fast disk multiload (tape would be a bind, though).

GRAPHICS 65%
Nicely animated rocket, interior background graphics okay but lack variety, main sprite mediocre and animation poor.

SOUND 59%
Cheery intro tune, sparse in-game FX are okay.

HOOKABILITY 68%
Attractive first section, but second section is fairly common on C64.

LASTABILITY 60%
There's a fair challenge, but not much variety.

OVERALL 64%

A nice game for disk owners, but not much lastability.

amiga

PRESENTATION 70%
Very nice intro, but no interlevel screens.

GRAPHICS 68%
Quite pretty asteroid sequence, fast too, but the interior rocket sequences are mediocre with poor animation.

SOUND 64%
Some original spot FX during the asteroid sections, okay background thrum in spaceship.

HOOKABILITY 69%
Fairly simple to get into and enjoyable enough to play for a while . . .

LASTABILITY 53%
. . . but later levels don't add enough new.

OVERALL 61%

A quite playable, if limited game.

...it's dynamite!

POWER CARTRIDGE

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64/128

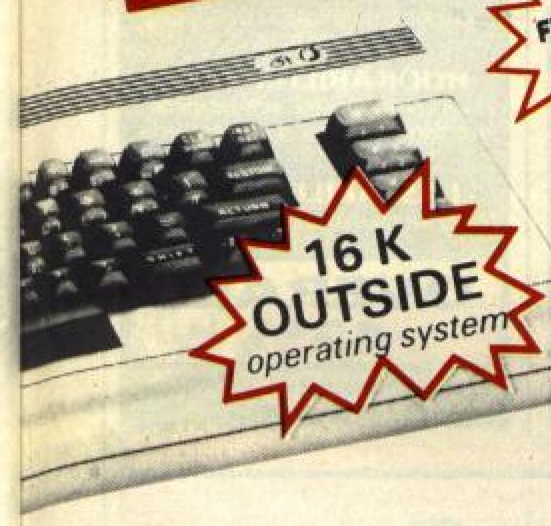
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A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

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FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

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DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

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Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

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A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
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F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

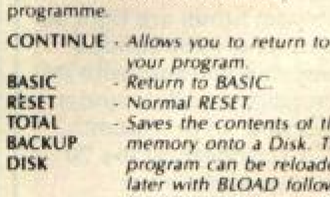
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
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ZZAP! TEST

BEVERLY HILLS Cop

Tynesoft, Amiga £24.99

Axel Foley is back in action, this time on the Amiga with a heavily rewritten script. Instead of a car chase, *BHC* starts off with a horizontally-scrolling warehouse shoot-out (the C64's level two).

The next level has Axel chasing the three vans in his Mercedes sports car. This is represented in full, *Hard Drivin'*-style 3-D. Shoot three vans and a survivor leads you to the grounds of the villains' mansion (level three). A pseudo-isometric 3-D view shows Axel blasting his way through the garden maze.

The final level has a first-person perspective of the mansion's dull, 3-D interior. Axel must rescue the hostages, shoot the guards, and find Mr Big.

▼ It takes some *Hard Drivin'* to get this close to the villains' van.





ROBIN

Amiga *BHC* has some appalling main character animation (the garden scene is unbelievably basic). Sound effects aren't all that hot either. The *Hard Drivin'*-style scene is a good idea but the car drives like a brick and is amazingly slow when it hits the grass. This scene is the best of the game but even this fails in its execution, summing up the whole game in the process.



STU

The *Hard Drivin'* level is much improved over the C64's vertically-scrolling version, but gameplay sadly fails to match up to the graphics. Level one has a nice parallax scroll, but simply walking right and shooting the baddies is too limited – you can't even jump. The two other levels lack this graphic sheen, and more importantly the simple playability needed to succeed.

PRESENTATION 70%
Interlevel screens, three difficulty levels, and ability to jump to next level.

GRAPHICS 60%
Fairly impressive racing sequence, but other levels are dull.

SOUND 59%
Reasonable gunshot FX. Disappointing intro tune.

HOOKABILITY 44%
Level one is poor for an 8-bit game, level two frustrating, and later levels worse.

LASTABILITY 41%
Ability to play all the levels diminishes urge to play.

OVERALL 42%
Promising ideas are spoilt by poor implementation.

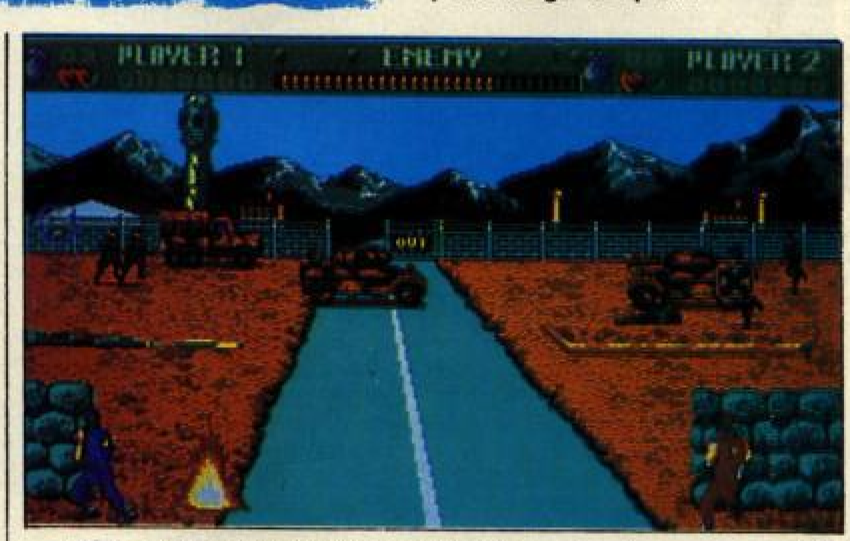
CABAL

Ocean, Amiga £24.99

It's off to Panama lads, or at least some non-nuclear armed Third World country where the military can flex its muscle without incinerating everyone.

Once again funds are tight so just two macho commandos have been despatched, with an infinite supply of bullets and a limited number of grenades. Unlike *Op Thunderbolt* the 20 screens have static backgrounds. Enemy soldiers hide behind the planes, houses, bushes, and warehouses. A damage indicator at the top of the screen shows how your personal 'apocalypse now' is going – you can only progress to the next screen by blowing up enough buildings and soldiers. After every four screens a super-baddie, such as a heavily armed helicopter, comes out to play.

Both commandos are on-screen, and can be walked left or right with a gunsight floating before them. Holding down fire freezes your man, allowing you to move the gunsight freely. Some of the baddies throw out icons for extra grenades, points, and mega-weapons.



▲ The two heroes take cover as they come under heavy enemy fire.



PHIL

After *Op Thunderbolt* this is a bit of a backward step for Ocean. That's not to say it's a bad game: the frenetic shoot-out action is enjoyable, especially with a friend. But it soon gets repetitive and, with the appalling main sprites and bland backgrounds, it's not a patch on the 64 version.



TU

While the programmers have managed a good conversion of the arcade game, when the original coin-op is so dated this isn't saying too much. After *Op Thunderbolt* a static screen, mediocre graphics, and banal end-of-level baddies are disappointing. Gameplay is by no means bad, merely okay, but for £25 you expect a lot more.

PRESENTATION 69%
Nice title and interlevel screens, simultaneous two-player option.

GRAPHICS 67%
Dull backdrops, good enemy sprites although player sprites are poor.

SOUND 50%
Mediocre title tune, average spot effects.

HOOKABILITY 64%
Immediately playable.

LASTABILITY 59%
A lot of levels but gameplay hardly varies.

OVERALL 62%
A competent conversion of a dated coin-op.

Super wonderboy



Activision, C64 £9.99 cassette, £14.99 disk; Amiga £24.99



▲ Behind one of the many doors our cutesy hero finds the Grim Reaper. (Amiga)

Wonderboy has reached puberty! But the adolescent Tom-Tom has more pressing matters to deal with than chasing girls and squeezing spots. A ferocious dragon must be slain before peace can return to Wonderland.

But to reach the fire-breathing reptile Tom-Tom must first get through a multitude of multi-loaded, horizontally scrolling levels. Among the hostile creatures encountered along the way are venomous snakes, flying bats, and hostile skeletons: all these can be avoided or despatched with a quick thrust of Tom-Tom's sword. An large end-of-level baddie must be defeated to reveal a key to open a door to the next level. If Tom-Tom comes into contact with a nasty, his energy is reduced, removing his only life when it reaches zero. However, if Tom-Tom has some revival medicine he gets another life, and on later levels he gets a limited number of continue-plays.

To make life even easier there are a number of useful shops on the way; just knock on the door to go in. Items such as bombs, whirlwinds, and leather boots (extra jumping power) may be purchased with gold collected from dead nasties. General advice and a cure for Tom-Tom's wounds can also be bought.



Graphically simple coin-ops often make the very best conversions, so I had high hopes for *Super Wonderboy*. Initially I was quite impressed; there's a fair bit of combat (although most of the baddies are too cute to kill), a nice selection of goodies to buy (from shields to leather booties) and some vicious super-baddies – usually guarding the end-of-level key.

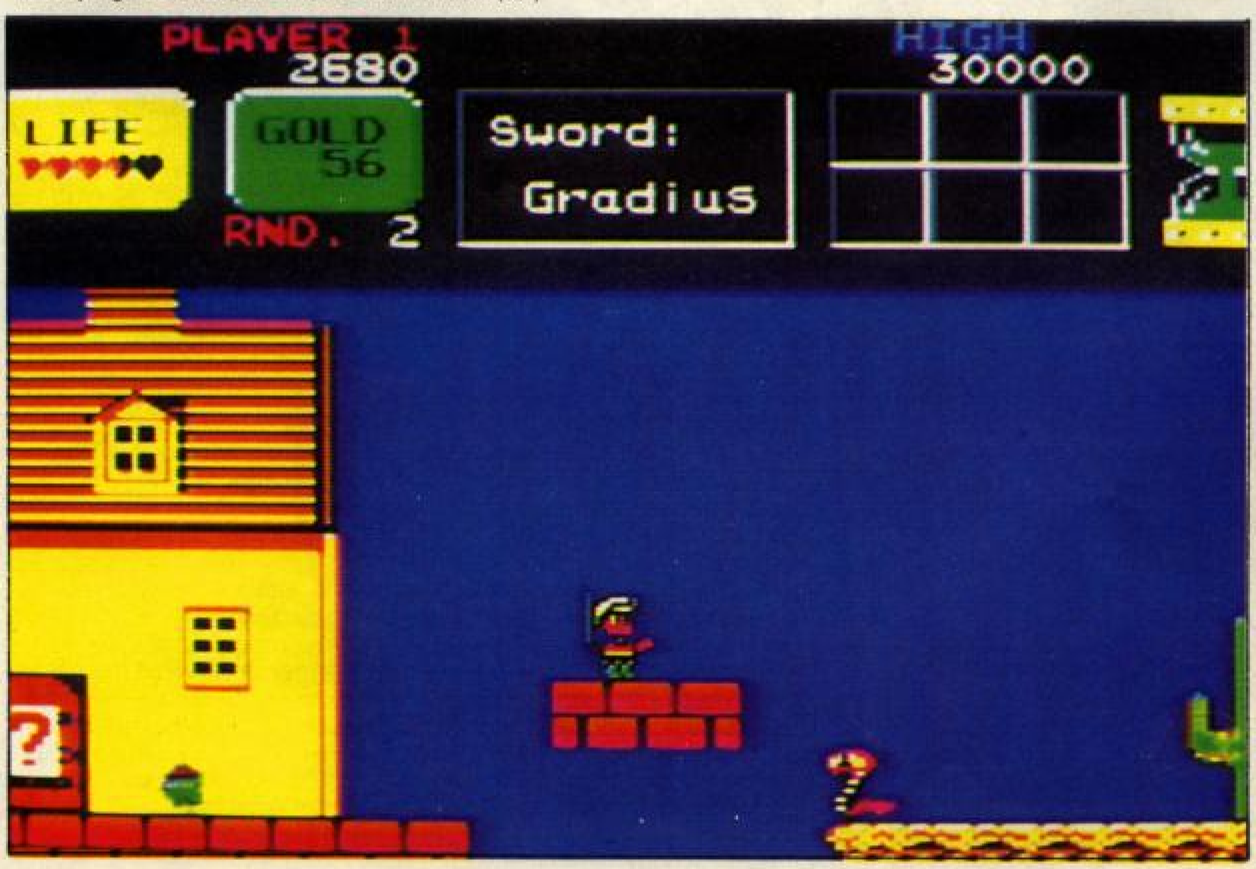
Unfortunately the further I progressed, the dafter the multi-load got. The length of time needed for the Amiga to load levels in is silly, and while the C64 is much speedier some of the levels are so short and easy as to be a complete waste of time. The later levels also lack anything really new to keep you coming back for more. *Super Wonderboy* certainly isn't a bad game, and the C64 game is a great conversion for disk owners with some quite nice gameplay, but neither is it anything special.



Compulsive coffee drinkers will be glad to know that the Amiga version features an innovatively slow multi-load allowing you to put the kettle on between levels. In fact, if you didn't have any coffee in the house, you could go down to the supermarket and buy some in the time it takes to load each (often very short) level – on further consideration, you could probably grow your own coffee plants! Maybe it wouldn't be so bad if there was something worth waiting for, but the graphics are small and undetailed with the cute monsters looking about as dangerous as a dead tortoise.

The C64 game is marginally more impressive graphically and definitely more playable than it's dull 16-bit counterpart. However the platform action of both versions is more than a bit jaded and, with revival medicine and continue-plays, hardly challenging. In fact you'll need all that coffee to keep you awake!

▼ Leaping about in search of loot and action. (C64)



64

PRESENTATION 54%
Inefficient multi-load for even the shortest levels, but at least it's faster than the Amiga's.

GRAPHICS 67%
Simplistic backgrounds but cute cartoon characters.

SOUND 70%
Some jolly tunes plus adequate FX.

HOOKABILITY 70%
Somewhat jaded platform action, but still instantly playable.

LASTABILITY 62%
Simple gameplay gets repetitive after a while.

OVERALL 68%
A decent conversion of an ageing coin-op.

amiga

PRESENTATION 15%
Continue-plays. Very brief instructions and a multi-load designed for insomniacs.

GRAPHICS 40%
Cute characters but not much variety.

SOUND 29%
'Beepy' in-game tunes plus sparse effects.

HOOKABILITY 42%
Simple but fairly playable at first.

LASTABILITY 32%
Spending more time loading than playing is not a good recipe for lasting appeal.

OVERALL 36%
A poor conversion made worse by an appalling multi-load.

SIZZLER

A

THE UNTOUCHABLES™

●A Ness-essary purchase?

Ocean, Amiga £24.95

Four months after C64 *Untouchables* won a Gold Medal for capturing Al Capone, the gangster has escaped onto the Amiga. Once again vast profits from illegally importing and selling alcohol, banned by the Prohibition laws, has allowed him to totally corrupt the police of Chicago. But the sheer flamboyance of his rule over the city has drawn attention from national government, and FBI agent Eliot Ness is sent to put him away.

Mr Clean's first raid is on a warehouse crammed with crooks armed with Thompson machine guns. Ness's police escort soon take fright and leave him alone to face overwhelming odds. But also in the warehouse are ten of Capone's accountants. An arrow points to the nearest of these, and if he's shot a ledger is dropped – collect it for vital evidence. Getting all the evidence won't be easy, however, energy and bullets are both limited. Fortunately, many of the crooks drop violin cases containing extra ammo, life force, and a gadget which gives you rapid fire for a while.

After his betrayal in the warehouse raid, Ness forms a team of incorruptible cops: Stone, Malone, and Wallace (an accountant!). Their first mission is to catch gangsters smuggling alcohol over a bridge from Canada. Unlike the C64 game you can only control Ness who, armed with a sniper rifle, rolls from left to right across a horizontally scrolling screen packed with gangsters. 50 bottles of liquor must be shot. First aid kits restore energy when shot. Fortunately if you die on any of the levels (except five), you can restart the current level.

After winning the bridge battle, Ness learns Capone's top accountant is trying to leave Chicago. The Untouchables race toward the railway station, but are ambushed in the alleys. There are eight alleys: in each you must shoot a certain number of gangsters inside a very tight time limit. You can hide behind a wall to reload your shotgun and switch between Malone and Wallace.

Survive this extremely tough ambush, and Ness arrives in the railway station to see an abandoned pram rolling down a *very* long staircase. Ness must ensure it doesn't hit any obstacles – spilling the baby out to its death – while simultaneously shooting an endless stream of gangsters. Make it to the bottom of the staircase and you find one of the gangsters has taken the accountant hostage. This is level five, and you have just a couple of seconds to shoot the gangster in this first-person perspective, *RoboCop*-style screen. Fail and the accountant is killed, sending you back to the start of level four.

Once the accountant is caught his evidence puts Capone away. But one of his accomplices has got away: Ness chases him onto the roof of a building. This level is similar to the alley scene, with Ness armed with a six-shooter. As the crook pops out of his hiding place shoot at him and, after a bit, he'll make a dash across the roof. Shoot him repeatedly and he's thrown nearer the building's edge. Eventually he's thrown over the side – and that should be the end for Capone for good!



Okay, everyone else has gone on about the C64 comparison, but how is it as a straight Amiga game? The first level is a little disappointing, a bit too simple, but still very playable with good graphics (an improvement on the ST's!). Level two is also well presented but thankfully tougher, as are the two excellent shootout scenes. My favourite level, though, is the morbidly funny 'save the baby' scene – but how come a bullet only injures the poor mite, while overturning the pram kills him instantly?!

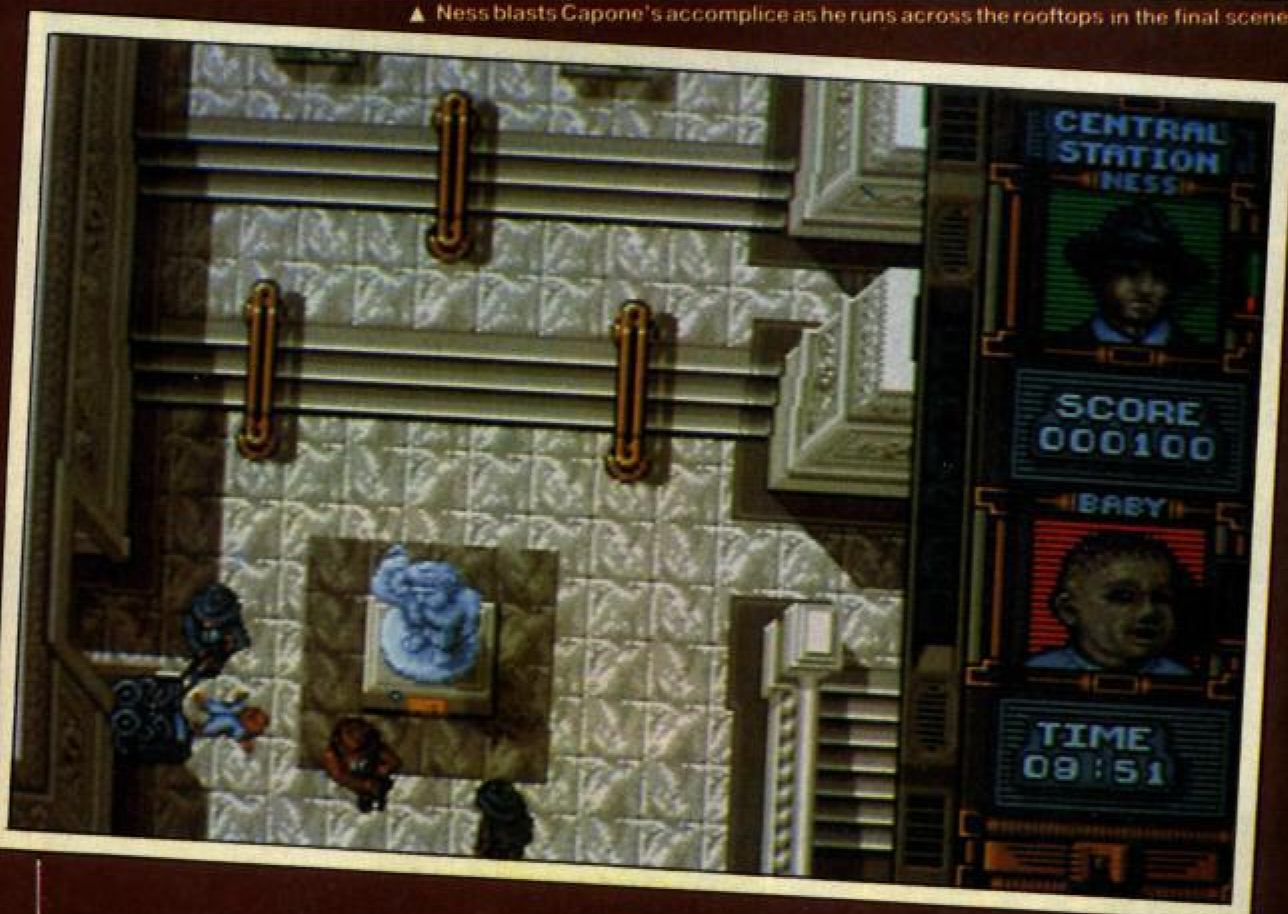
As you can see there's a lot to the game. Uniquely each level is a game in its own right. The fact that once you get on a level, you stay there until you complete it has allowed the programmers to make some of them very tough, although wimps may be assured there is a great cheat allowing you to play whatever level you want – the Hogg will reveal it as soon as possible. Considering the fact that there's so much variety – and not a single weak subgame – I'd say this gives *Op Thunderbolt* a good run for its money, in the single-player shoot-'em-up stakes at least!



▲ A careful aim is needed in the *RoboCop*-style hostage scene



▲ Ness blasts Capone's accomplice as he runs across the rooftops in the final scene.



▲ Tragedy! The pram is knocked over, killing the baby. You'll never get hired as a child-minder again!



This is one tough game, that's for sure! Special FX have made the Amiga version a lot faster paced with a true arcade action feel to it. Tactical elements present in the 64 game have been taken out to enhance the overall playability, although the game complexity takes a knock in the process (witness the omission of the ability to swap between men on the bridge scene). The first level is disappointing, although the graphics are detailed. Keep with it, though, and you're rewarded with a superb variety of gameplay, even better graphics, and some great samples (although the ragtime tunes aren't so hot).

Probably my favourite level is the alley scene – it's unbelievably tough. The first alley's time limit seems to pass in an eyeblink! And when you get the hood armed with a machine gun blasting away . . . I also love the railway station levels with their superb graphics.

The 64 game was a real value-for-money fun package of different game styles and there's no reason to say otherwise with the Amiga game.



Special FX have done a lot more than simply producing 16-bit graphics for the Amiga version of the GM-winning C64 game. The whole game structure has been subtly changed and speeded up. Level one, for instance, has a considerably smaller map so you hardly need to do any climbing. This removes the tactical element, but to compensate the men are about three times as big and fire a lot faster. Ammunition is no longer unlimited as well, making the level a lot faster to play, easier to get into, and not as tough to beat. Level two is also faster: you never need to use the telescopic sight so it's more of an *Op Thunderbolt* game. As a consequence the game has a more intense arcade feel. The brightly coloured graphics reflect this. So while it lacks the C64's atmosphere – and isn't as technically stunning – it's still an excellent game.

PRESENTATION 78%
Choice of sound FX or music, good loading screen, sensible disk access but no interlevel pictures; only newspaper screens.

GRAPHICS 89%
Lots of big, superbly detailed and well animated sprites on good backgrounds. Bright arcade colours rather than C64 realism.

SOUND 86%
Some very good FX and above-average tunes – pity you have to choose between them.

HOOKABILITY 89%
First level is not as complex as the C64's, but it's faster and helps get you into the game quicker.

LASTABILITY 93%
Six levels, many substantially tougher than the C64, add up to a big challenge.

OVERALL 90%

A first class conversion of an excellent game.

ZZAP! TEST

DYNAMITE DUX

Activision, C64 £9.95 cassette, £14.95 disk; Amiga £19.95



▲ Press fire on the Amiga game and a second player can join in the bird-brained action.

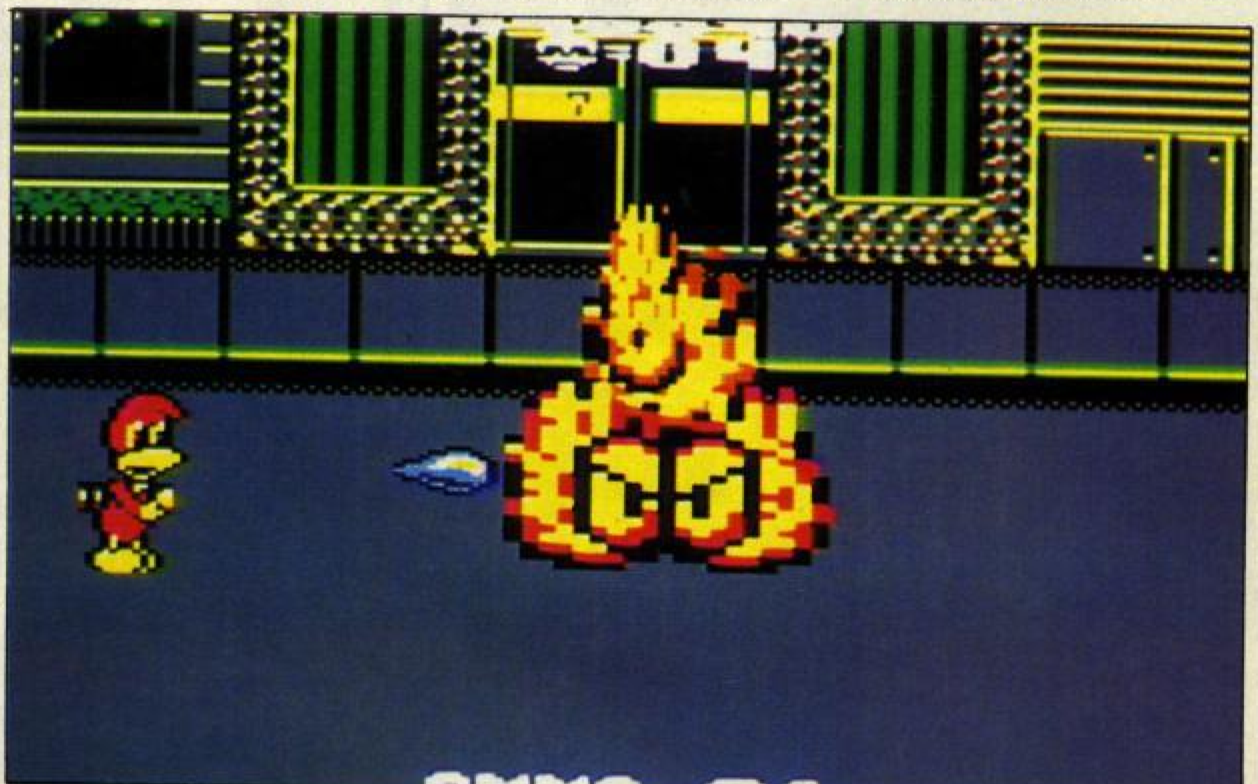
The would-be-damsel-in-distress of this game, a girl by the name of Lucy, was captured in a Miracle Ball by the horrible Japanese dance instructor Achacha and promptly spirited away to an undoubtedly distant land. Not a good situation for Lucy, but help is at hand in the duck like shape of her two pets Bin and Pin: the Dynamite Dux – feathered friends with a mean punch.

The rescue attempt sees da deadly Dynamite Dux duo destroying da dastardly devotees of Achacha in a number of Japanese locations. The streets of some urban jungle is where things begin as the Dux stroll towards a distant level guardian, bopping all who come their way with their unfeasibly large fists (in an *R-Type* style just hold down the fire button and release for a bigger punch).

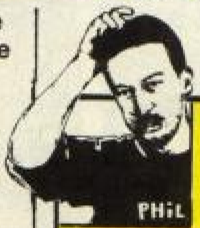
The enemy are obvious masters of psychological warfare as most of them look far too cute to pose any threat; cats on roller skates, pigs trained in the art of Sumo, kangaroos with boxing gloves on, and crocodiles with a roar that's worse than their bite.

Punch power is handy for most of the evil enemies but to help there are missile launchers, stones, bombs, and guns lying all over the place along with vital energy-restorant cakes, fruit, and buns.

This is all very strange stuff indeed but it doesn't get any more sensible when you reach the halfway point and end of the level whereupon it's big-guardian time. Battle with a big bonfire, retaliate against Rockmen, deal with chinese dragons (in Japan?), sort out spinning boulders and more.



▲ Using water to douse the fury of an end-of-level baddie. (C64)



The best point in *Dynamite Dux*'s favour is the fun two-player mode, and this is sadly missing on the 64 version. A variety of weapons add marginally to the interest, but mostly the action consists of ambling down a slowly scrolling road punching a few silly-looking enemies. Cartoony graphics help make the game more attractive initially. But I can't help feeling that the game's too cute for it's own good – the creatures aren't threatening enough and attack with all the viciousness of a stuffed toy bunny.



The action just doesn't hot up enough for my liking even with two duck participation, and the 64 game mysteriously lacks a two player mode. On the graphic front the Amiga version is certainly well done; there's a notable difference in detail and use of colour compared with the graphically unsophisticated 64 version. The sprites are nicely varied and, with the original setting, help mask what is otherwise fairly standard bash-'em action.

64

PRESENTATION 58%
Sound or FX option plus handy continue-plays. The coin-op's two-player option has been left out but the multi-load isn't too bad.

GRAPHICS 60%
Smooth scrolling with some sprites having above average definition even if they lack colour.

SOUND 59%
Adequate title track, a different tune for the Guardian fights but sparse sound effects.

HOOKABILITY 61%
Playable but dated action and without the two-player mode a lot of the coin-op's appeal is lost.

LASTABILITY 52%
There's some variety about each level but not enough to hold interest.

OVERALL 57%

Faithful to the coin-op but that's not such a good thing given the simple gameplay.

amiga

PRESENTATION 67%
Nicely intro sequence together with four continue-plays, a map before each level, and even a duck boxing ring!

GRAPHICS 79%
Smooth moving. Bright and cheerful sprites with a authentic Japanese flavour which do the Amiga and the coin-op justice.

SOUND 64%
Like the 64 version FX are sparse but good. Inoffensive tune running throughout the game.

HOOKABILITY 64%
Looks are everything and seeing as it's graphically very much like the coin-op it'll have instant appeal.

LASTABILITY 63%
Not too deep but playable nonetheless with the different Guardians to hold your interest.

OVERALL 65%

Nice graphics help turn this into a very close conversion of the unsurprisingly obscure coin-op.

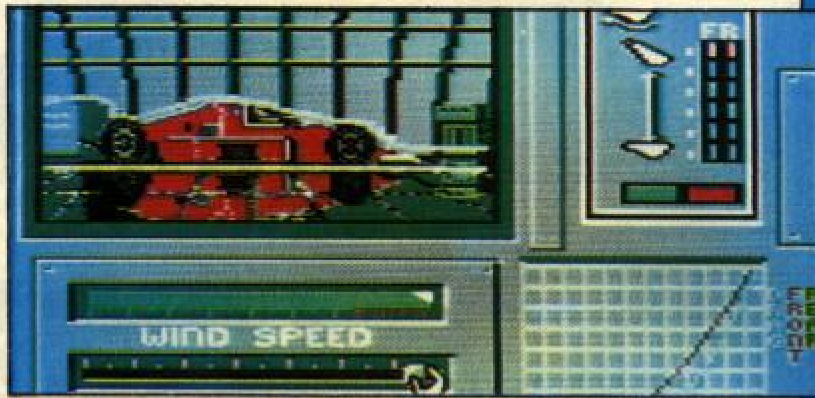
ELECTRONIC ARTS

FERRARI FORMULA ONE

A great simulation/racing game on the Amiga two years back, *Ferrari Formula One* crosses the divide and emerges as a superbly presented 64 game. The programmers have done a fine job, duplicating *all* aspects of the original version. Not surprisingly it's going to be a heavy multiload. Take a look at the shots here and drool.

Other EA products to look out for are *Imperium* and *688 Attack Sub*, two equally complex 16-bit products. *Imperium* is a massive wargame from the minds of programmer Nick Wilson and wargame expert Matthew Stibbe. You've got 1000 years to make the Imperium (a 'Roman Empire' of the future, encapsulating Earth and the surrounding worlds) even bigger. A heavy strategy game run entirely by menus, Amiga *Imperium* is planned for release in March (£24.99).

Amiga *688 Attack Sub* should also appear in March (£24.99). Take to the high seas (or rather under them), run silent, run deep, put holes in modern subs and ships, shout 'Up Periscope' a lot, and gaze at digitized pictures of modern ships and subs before sending them to Davy Jones's locker.



▲ Getting the lowest aerodynamic drag factor can be critical in EA's *Ferrari Formula One.* (C64)

▼ Behind the wheel of the car you helped design in *FF1.* (C64)



ACTIVISION



HOT ROD

Sega's *Hot Rod* followed up the 3-D brilliance of *Turbo Out Run* and *Afterburner* with a fairly conventional bird's-eye view of Hot Rod racing. Race around numerous multi-way scrolling tracks, build up your car, nip past the others, and dodge the highway patrol coppers. It didn't do too well in the arcades but it sounds like fun; here's some 64 shots.

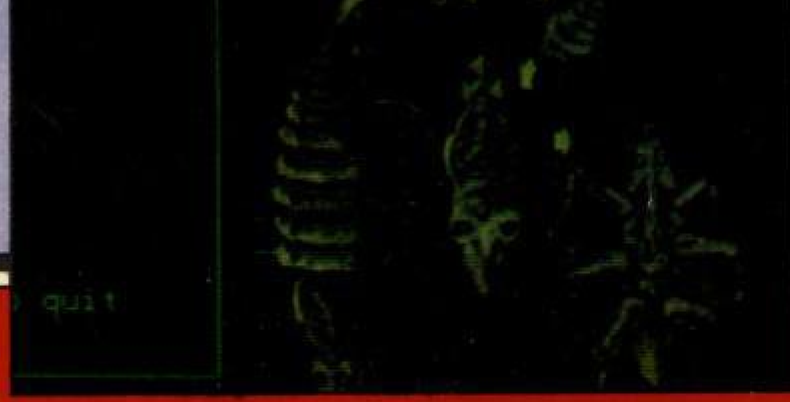
(Interesting Extra bit: The 64 version has been programmed by regular Compunetters Ash 'n' Dave, I'm looking forward to the loading screen!)

WARHEAD

Warhead (Amiga: £24.99) sees the Earth attacked by insects from space (and no sign of St Helen to save us!). A FOE '57 fighter is sent out to take them on. *Warhead* promises 39 missions, over 30 hours of play, a solar base to dock with, and plenty of ugly critters.

While we're on the subject of Activision, watch out for the delayed conversions of the Sega coin-op *Sonic Boom*: another vertically scrolling wipe-'em-out as you command an F-15, taking on giant aircraft carriers, oil rigs, and other military bases. The coin-op had some pretty impressive graphic effects to witness so the 64 version may work, it may not. Find out when (fingers crossed) we review it next issue. A March release is planned (C64: £9.99 cassette, £14.99 disk)

▼ An interesting intro screen from the *Elite*-style *Warhead* by Activision.



US GOLD

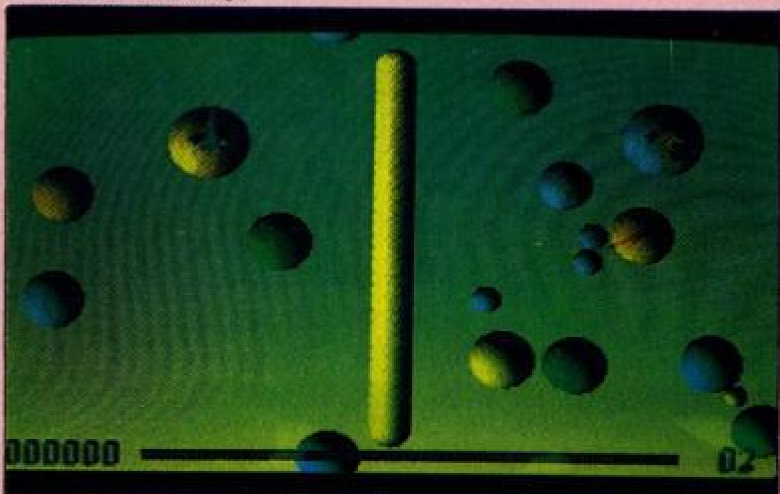
E-MOTION

A load of different coloured balls seem to be the subject matter in the aptly named *E-Motion* from US Gold, which has been programmed by The Assembly Line (of *Xenon 2/Interphase* fame).

The objective is simple: use your sphere to collide with one ball and bounce it into another similarly coloured ball, causing both to disappear. Hit a ball into a dissimilar ball and another ball appears. Simple eh? Well, while easy to understand it's tough to master as the positions of the balls change with every level, and a second player is often a hindrance as the balls fly round, up, down, left, and right.

Adding major hair-tearing-out problems are levels where two players are linked by an elastic band, making ball collisions very tricky indeed. *E-Motion* should be out for Easter at a price yet to be decided.

▼ Collide like-coloured balls to destroy them in this *Emotion*al game from US Gold. (Amiga)



BLACK TIGER

This was one of the first of the Capcom coin-ops to feature the new graphics system but *Black Tiger* still didn't make much impact in the arcades. US Gold/Capcom should be releasing both Amiga and C64 games by now, although the finished C64 version may be held back to undergo improvements.

▼ A fight scene in US Gold's *Black Tiger* conversion. (C64)



KNIGHTS OF THE CRYSTALLIAN (Amiga)

Well, this is a weird one and no mistake. According to US Gold it's a 'culture simulator'. The plot is complex, but basically you control the Adreni trading family who are out to gain membership of the mysterious Orodrid Society. To achieve this you have to overcome a number of physical and psychic tests within the hollowed-out skeleton of an Orodrid.

The tests are many and varied with a Bosu boardgame to master, card matching through the use of telepathic powers, and an isometric 3-D cavern game. To add yet more depth there's trading with other tribes as well as meetings with the psychic Tsimit. Former Cinemaware programmer Bill Williams has created some superb HAM pictures and a constantly changing tune. An April release is planned, possibly with T-shirt for £35!



This is the third time DI's Fighting Falcon flight sim has been previewed but now we have C64 shots for your delight. It should be out by now, but as for what the game speed is like we'll just have to wait until next issue.

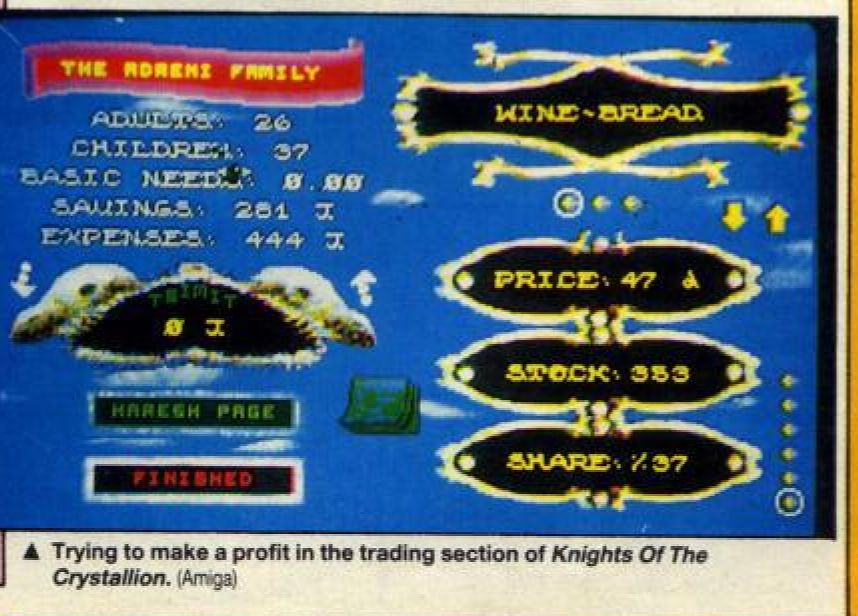
F-16 COMBAT PILOT (Digital Integration)



▲ Mission complete, you order the ground crew to repair your *F-16*'s damaged systems. (C64)



▲ 'This is not a game, this is a culture!' So say US Gold about *Knights Of The Crystallion.* (Amiga)



▲ Trying to make a profit in the trading section of *Knights Of The Crystallion.* (Amiga)

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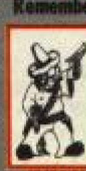
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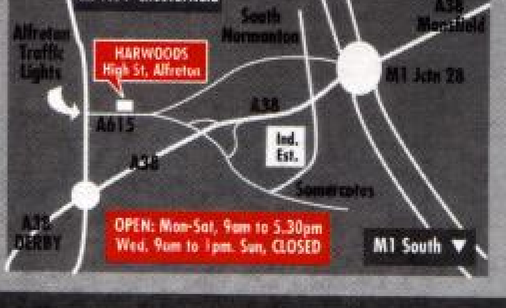
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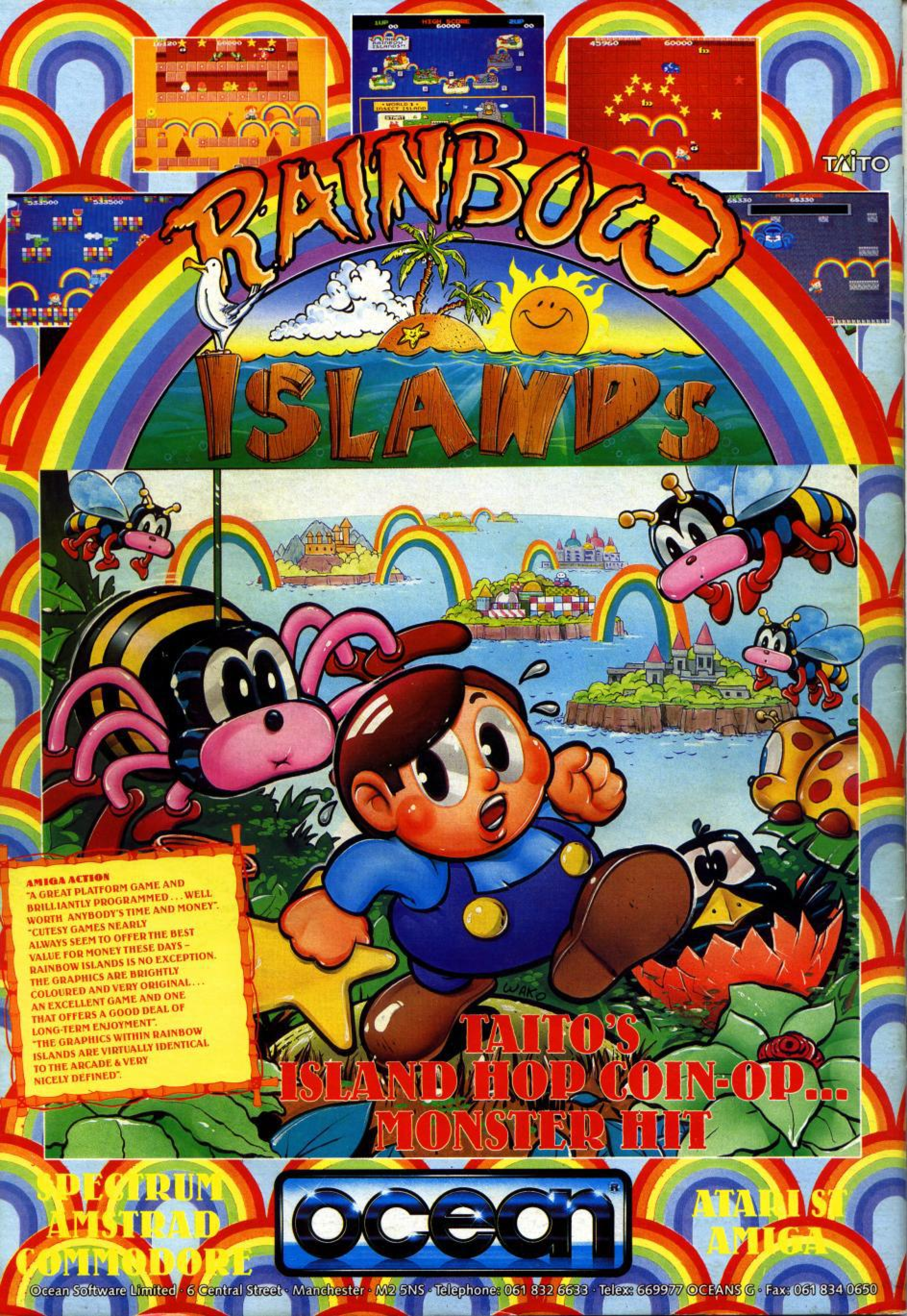
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